



On Parade



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6-6 Tom Wilson

## ON PARADE

Video games are fascinating, frustrating, and sometimes even fearful.

They encroach on our personal lives for better and for worse...and provide a new focus for adult-child relations. They (as we know so well) have created a brave new generation of "whiz kids."

Sometimes it seems that, at any moment, they may take over.

Some say they already have.

DR. S

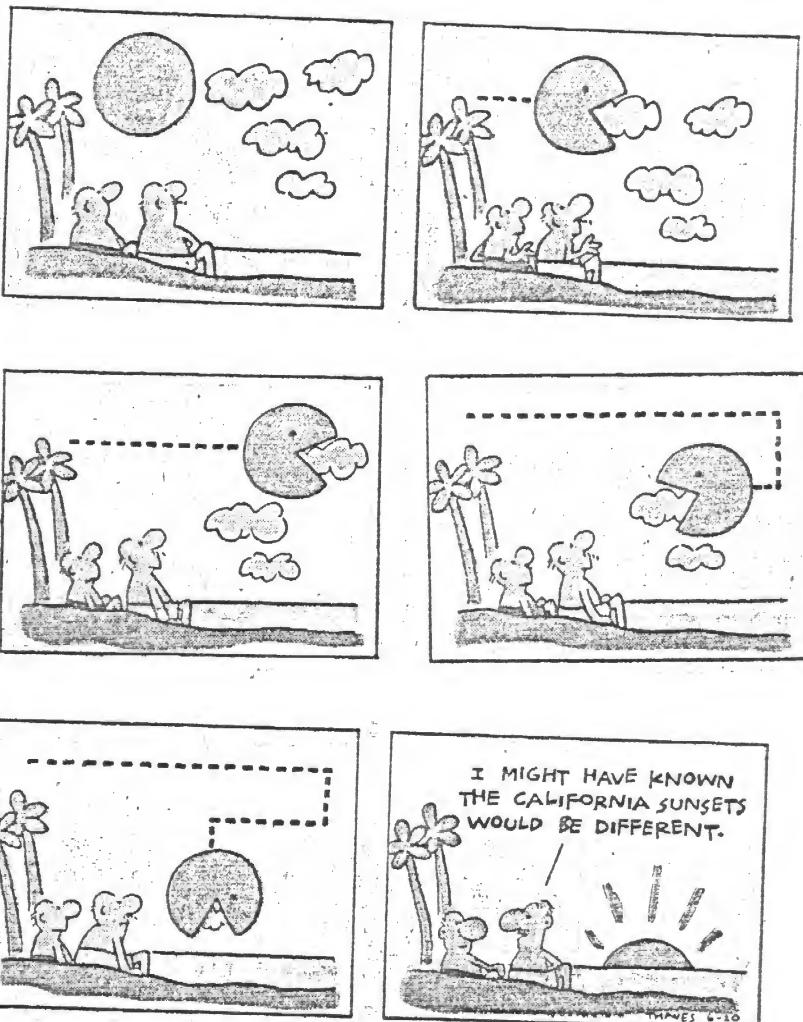
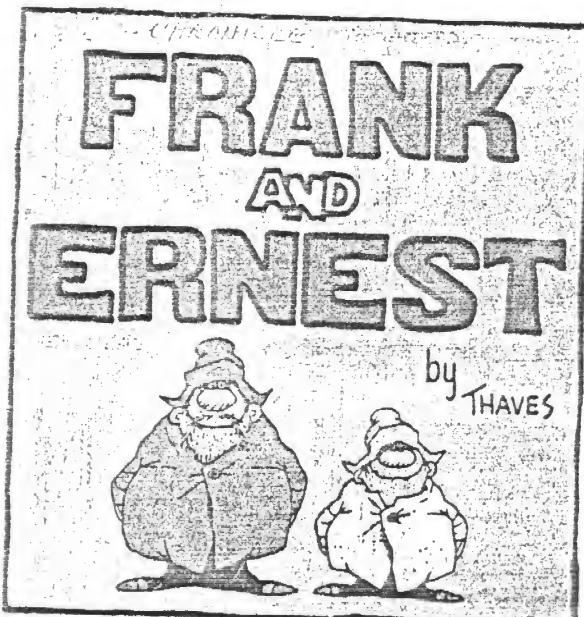
Dr. Storm

First Edition Copy #39

**GUINDON**



**Knock it off! I'm trying to read.**



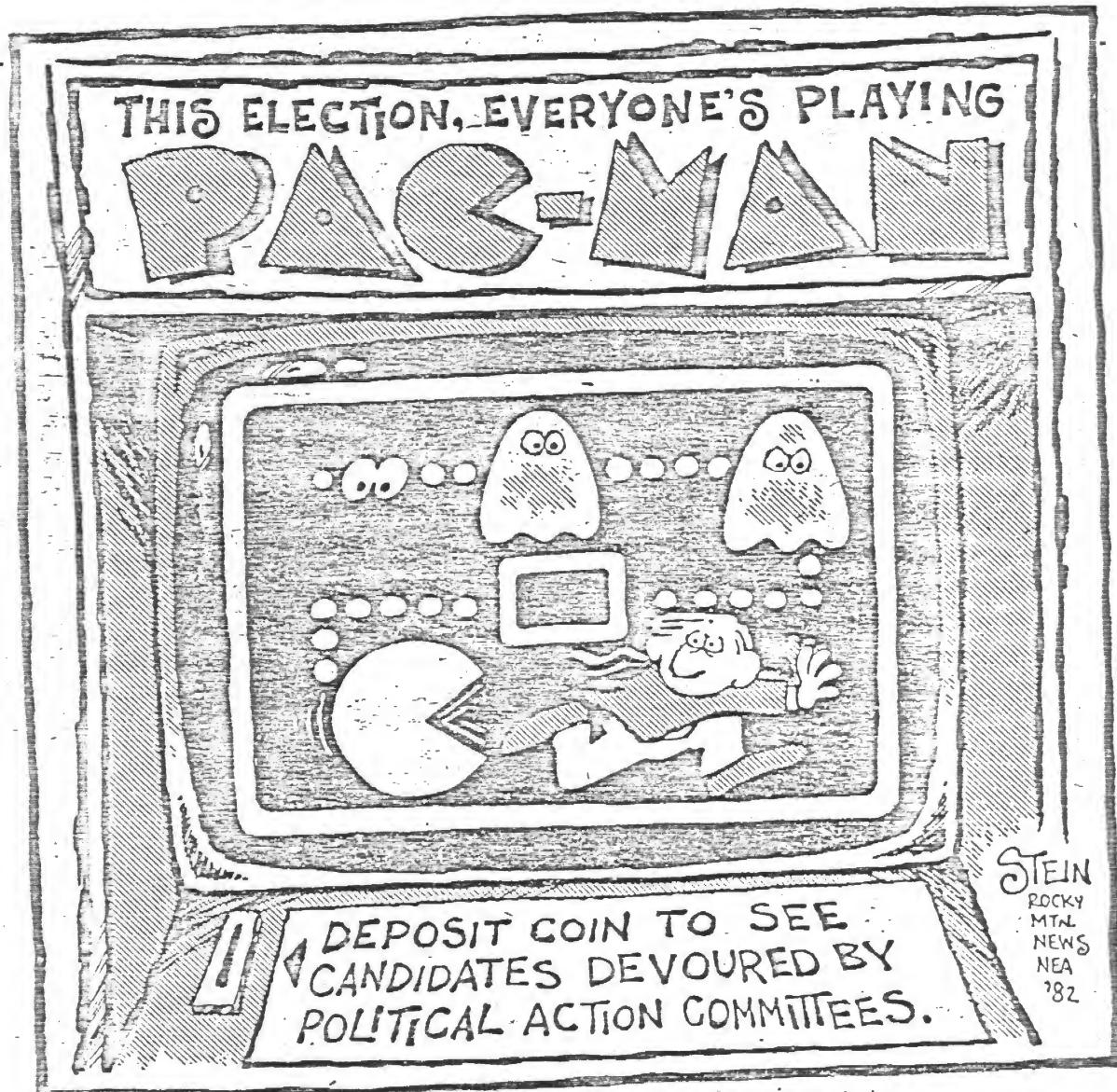
THE NEW YORKER

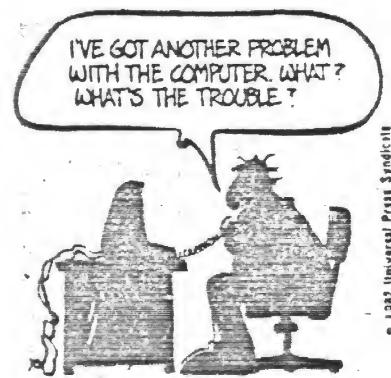
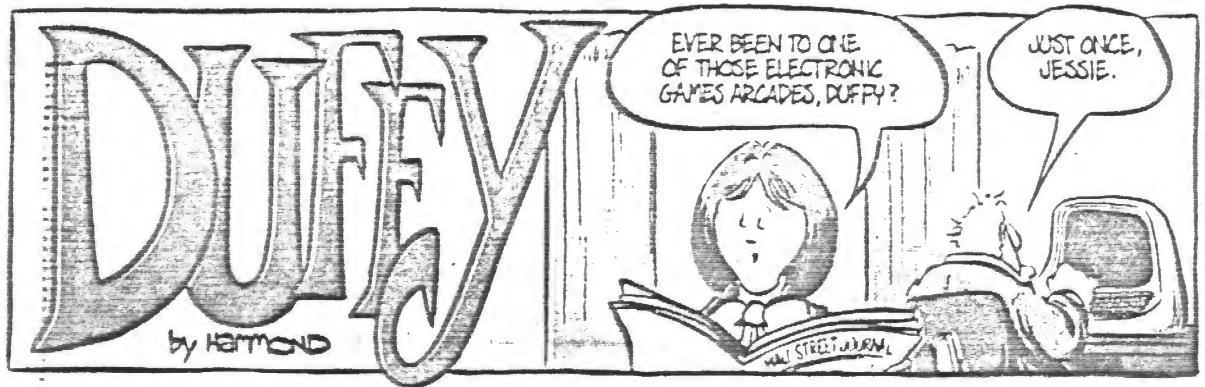
APRIL 5, 1982

And a smooth-faced Atari executive, in charge of the Home Consumer Division, tears his gaze away from his in-office video screen and game master control to grin, "I play about 20 to 30 hours a day. If I had my druthers, I'd probably play all day long." —*San Francisco Examiner & Chronicle*.

You have your druthers, but they're getting to you.

THE DENVER POST, MARCH, 1982

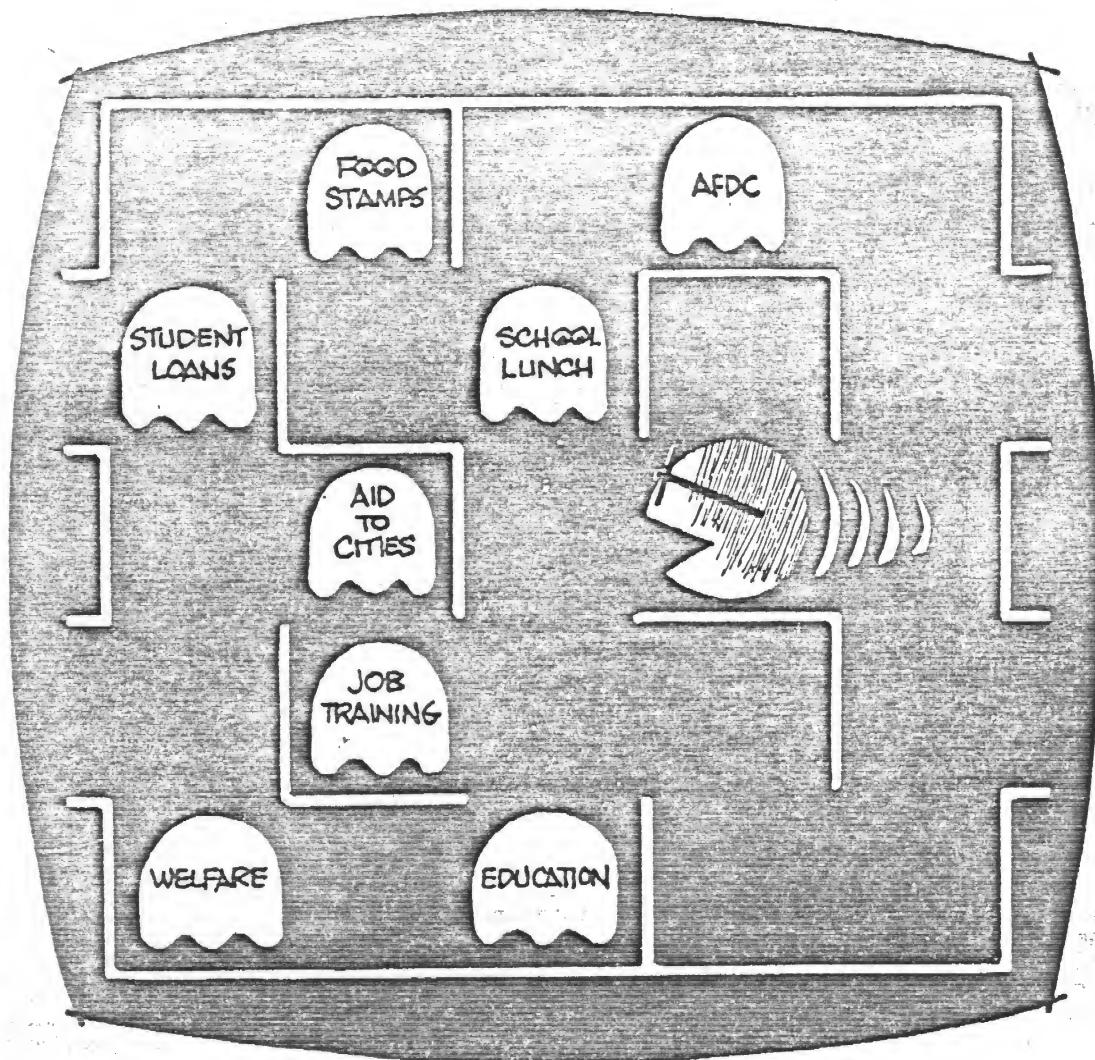




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From the Los Angeles Times



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Stoc Man

APR 29 1982

SALT LAKE CITY, UT. TRIBUNE 4/14/82

**1040 U.S. Individual Income Tax Return 1981**

Your first name and initial (If joint return, also give spouse's name)		Last name	Your social security number
Present address (Number and street, including apartment number, route)		Spouse's social security no.	
Town or post office State and ZIP code		Your occupation Spouse's occupation	
Residential action Campaign		Do you want \$1 to go to this fund? If joint return, does your spouse want \$1 to go to this fund?	
<input type="checkbox"/> Single <input type="checkbox"/> Married filing joint return (even if only one had income) <input type="checkbox"/> Married filing separate return. Enter spouse's social security no. above and full name here <input type="checkbox"/> Head of household (with qualifying person). (See page 6 of Instructions) If he or she is your unmarried child, enter child's name <input type="checkbox"/> Qualifying widow(er) with dependent child (Year spouse died) 19 <sup>81</sup> . (See page 6 of Instructions)		<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Yes <input type="checkbox"/> No	
<small>Help: Checking "Yes" will not increase your tax or reduce your refund.</small>			
<b>Exemptions</b> <small>Always check the box labeled "Yourself". Check other boxes if they apply.</small>		Privacy Act and Paperwork Reduction Act Notice: See Instructions <small>Check numbers of boxes checked in 6a and b. Enter number of children listed on 6c. Add numbers entered in boxes above.</small>	
a Yourself b Spouse c First names of your dependent children who lived with you		d 65 or over e 65 or over f Did dependent have income of \$100 or more? g Did you receive more than one-half of dependent's support?	
4 Other dependents: Name _____ Relationship _____ Name _____ Relationship _____ Name _____ Relationship _____		Add numbers entered in boxes above.	
e Total number of exemptions claimed			
<b>Income</b> <small>Copy B of your Forms W-2 here. If you do not have a W-2, see page 5 of Instructions.</small>			
7 Wages, salaries, tips, etc. 8 Interest income (attach Schedule B if over \$100; if you have any All-Savers interest). 9 Dividends (attach Schedule B if more than \$400). 10 Total, Add lines 7 and 8b 11 Exclusion (See page 9 of Instructions). 12 Subtract line 8d from line 8c. If less than zero, enter zero. 13 Refunds of State and local income taxes (do not enter an amount you deducted those taxes in an earlier year—see page 9 of Instructions). 14 Alimony received 15 Business income or (loss) (attach Schedule C). 16 Capital gain or (loss) (attach Schedule D). 17 50% of capital gain distributions not reported on line 12 (see page 10 of Instructions). 18 Supplemental pension (attach Schedule E). 19 Fully taxable pensions and annuities not reportable on line 16. 20 Other pensions and annuities. Total amount _____ b Taxable amount, if any, from wages, etc., on page 10 of Instructions. 21 Tents, royalties, partnerships, rents, dividends, etc. (attach Schedule E). 22 Farm income or (loss) (attach Schedule F). 23 Unemployment compensation (see page 11 of Instructions). Total received _____ b Taxable amount, if any, from wages, etc., on page 10 of Instructions. 24 Other income (state nature and amount) (see page 11 of Instructions). 25 Total income. Add amounts in columns A and B for lines 7 through 20.			
<b>Adjustments to income</b> <small>See instructions on page 11.</small>			
26 Interest penalties on late tax payments 27 Alimony paid 28 Disability income exclusion (attach Form 2460). 29 Other adjustments—see page 12. 30 Total adjustments. Add lines 22 through 29.			
31 Adjusted gross income. Subtract line 30 from line 21. If this line is less than zero, enter zero.			

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## The Tax-man Game

Berry's World

By Jim Berry



"Psst! Ever tried a real Pac-Man knock-off?"

4/8/82

LA TIMES

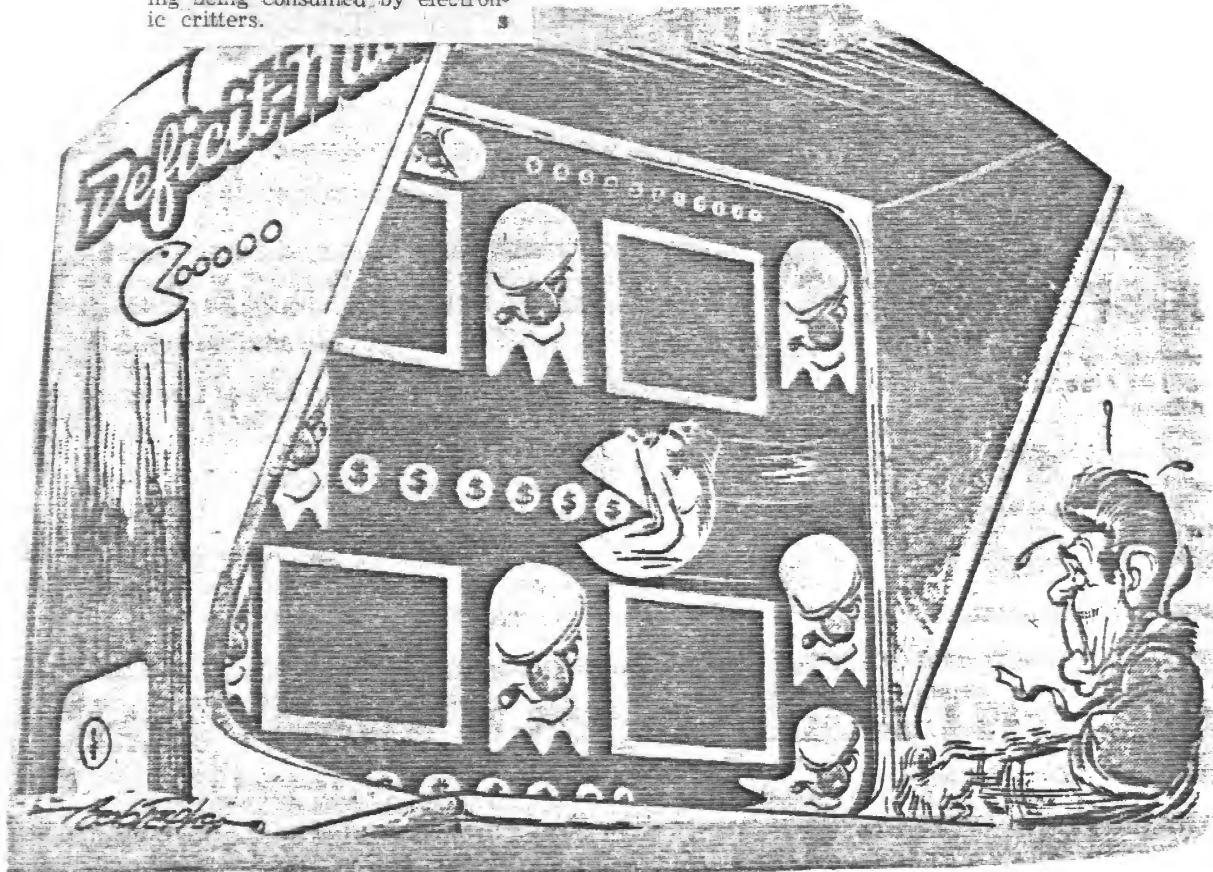
# Pacman invades Superior Court jury assembly room in San Jose

The video game craze has hit the jury room in San Jose's criminal courts, where officials installed two electronic "Pac-man" games to help fight the problem of juror boredom.

The coin-operated machines, installed in October at the suggestion of a juror, also bring in \$45 a month, according to court administrator Charles Remy. And the owners of the machine — Silco West, Inc. — are even leasing the machines for free.

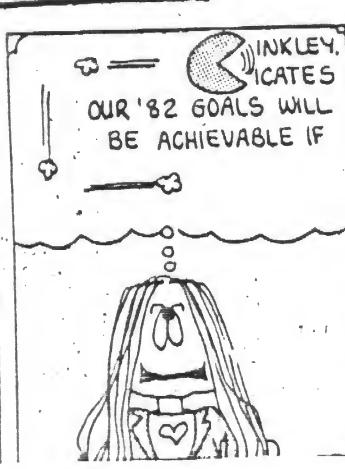
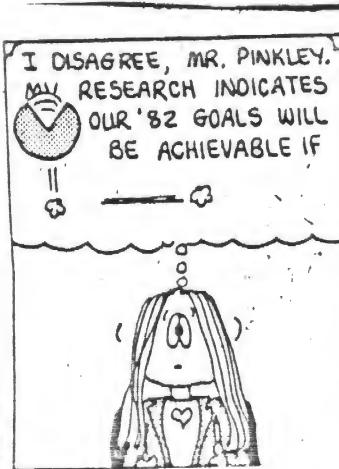
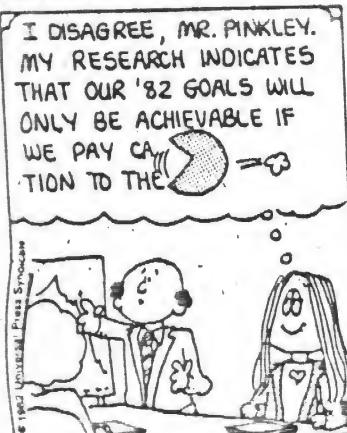
Remy said he picked "Pac-man" over other games because it was "among the most popular of the video sets" and "seemed more adult than 'Space Invaders'" — another popular electronic game. Jurors pay 25 cents to play the game, which involves guiding a little yellow ball around a maze while avoiding being consumed by electronic critters.

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SAN JOSE MERCURY NEWS

**CATHY/Cathy Guisewite**

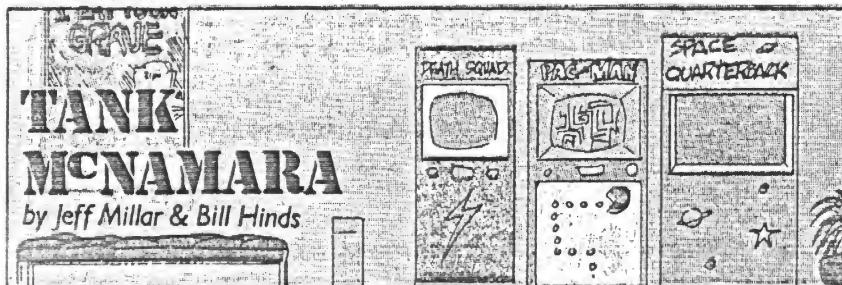


Family Circus □ Bil Keane



"Put those peas back on your plate, Pac-Man."

SAN JOSE MERCURY NEWS



## Pac-Man and the real world

**T**HE man of the hour is a round, bald little guy with one beady eye and an enormous mouth. Best-selling books and rock songs are being written about him. His greenish-yellow countenance beams out from T-shirts, puzzles, bumper stickers and pajamas. And from tens of thousands of video screens — for the man of the hour is, of course, Pac-Man.

For those of you who have spent the past 18 months hunting the yeti in the trackless Himalayas, Pac-Man is not actually a man at all but an electronic blip that races around a video maze devouring things while trying to avoid being devoured by four electronic "ghosts."

Pac-Man (the name is from the Japanese verb *paku*, meaning "to eat") has been sensationally popular in the video arcades for nearly a year and a half, but Atari's marketing of a home-TV version has touched off a Pac-Man fad that borders on frenzy. In addition to the spin-offs mentioned above, there are plans for Pac-Man cards and gift wrap, Pac-Man bed linens, Pac-Man children's clothes, a non-electronic Pac-Man board game and even a Pac-Man pinball machine — though it's a little hard to see the point of making a pinball version of a game that's really an electronic version of pinball to begin with.

All of this promises to make megabucks for Atari, for Bally Manufacturing Corp., which makes Pac-Man arcade games and owns royalty rights to the spin-offs, and for Namco Ltd. of Japan, Pac-Man's creator.

If the Pac-Man craze lasts long enough, it no doubt also will provide grist for the ever-churning mills of academia. One can imagine anthropology seminars discussing Pac-Man and the Territorial Imperative, or English doctoral theses on Pac-Man and the Picaresque Tradition.



H. Bruce  
Miller



March 23rd Newbury

## CARTOON VIEW

PALEOLITHIC  
MAN



NEANDERTHAL  
MAN



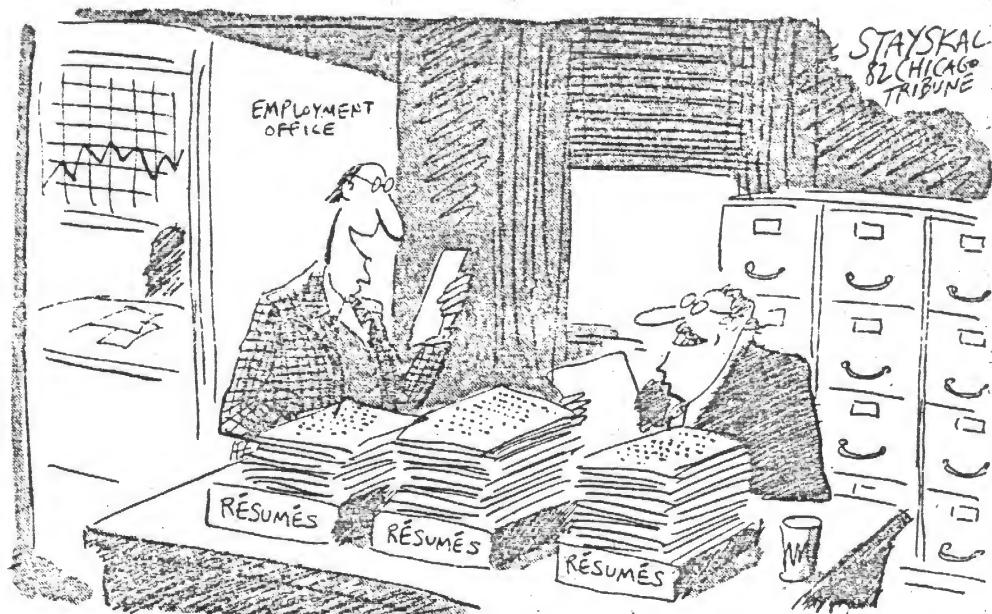
CRO-MAGNON  
MAN



PAC-  
MAN



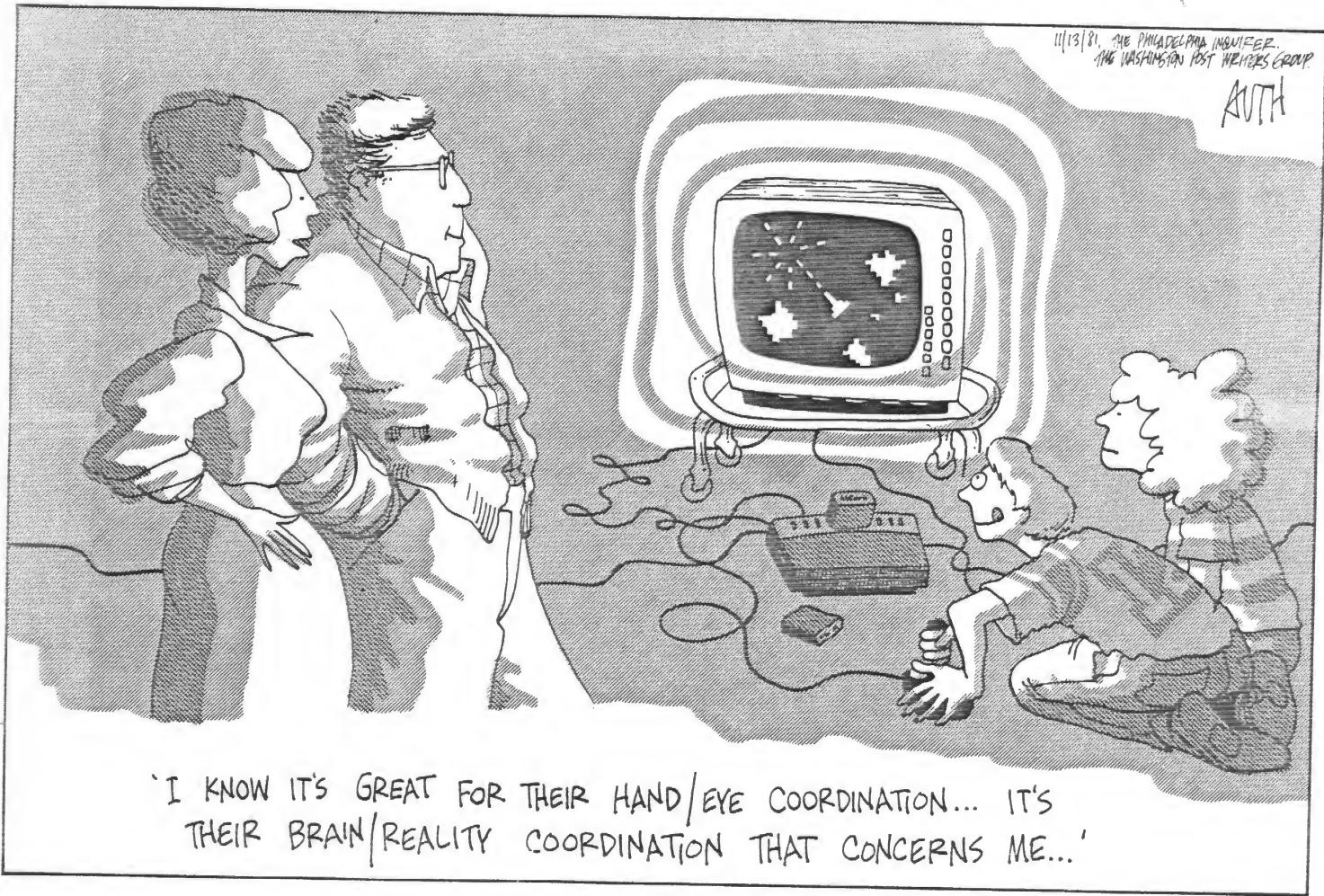
Markette, The Charlotte Observer



"Hey, this guy from UCLA has a lot of drive . . . His grades aren't great, but he made over 3 million points playing Pac-Man!"

11/13/81, THE PHILADELPHIA INQUIRER,  
THE WASHINGTON POST WRITERS GROUP

AUTH



'I KNOW IT'S GREAT FOR THEIR HAND/EYE COORDINATION... IT'S  
THEIR BRAIN/REALITY COORDINATION THAT CONCERN'S ME...'

THE WALL STREET JOURNAL



"Major, is that a game or are those Russians?"

WSJ - 6/16/82

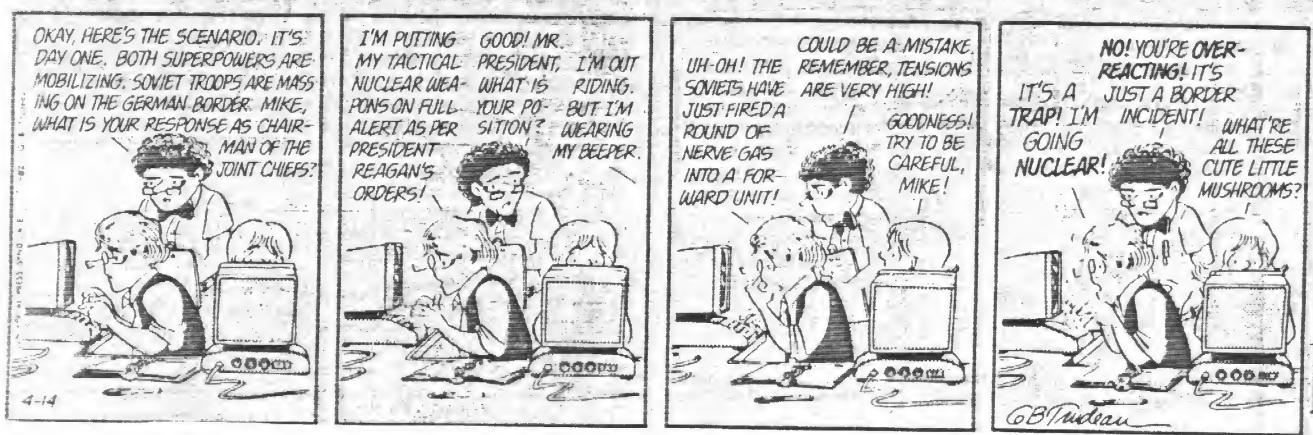
## Doonesbury / Garry Trudeau



## Doonesbury / Garry Trudeau



## Doonesbury / Garry Trudeau





## Doonesbury / Garry Trudeau



## Doonesbury / Garry Trudeau

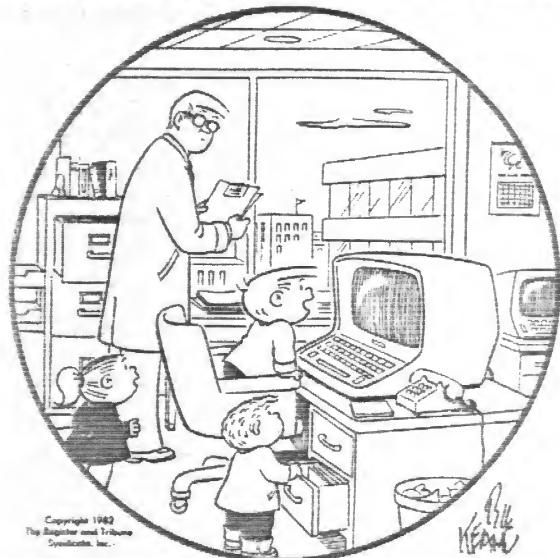


## DOONESBURY / Garry Trudeau



THE FAMILY CIRCUS®

by Bill Keane



Copyright 1982  
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"Wow! You mean you get to play video games  
all day, Daddy?"

## Space War Realism Now Looms Large In Atari's Game Plan

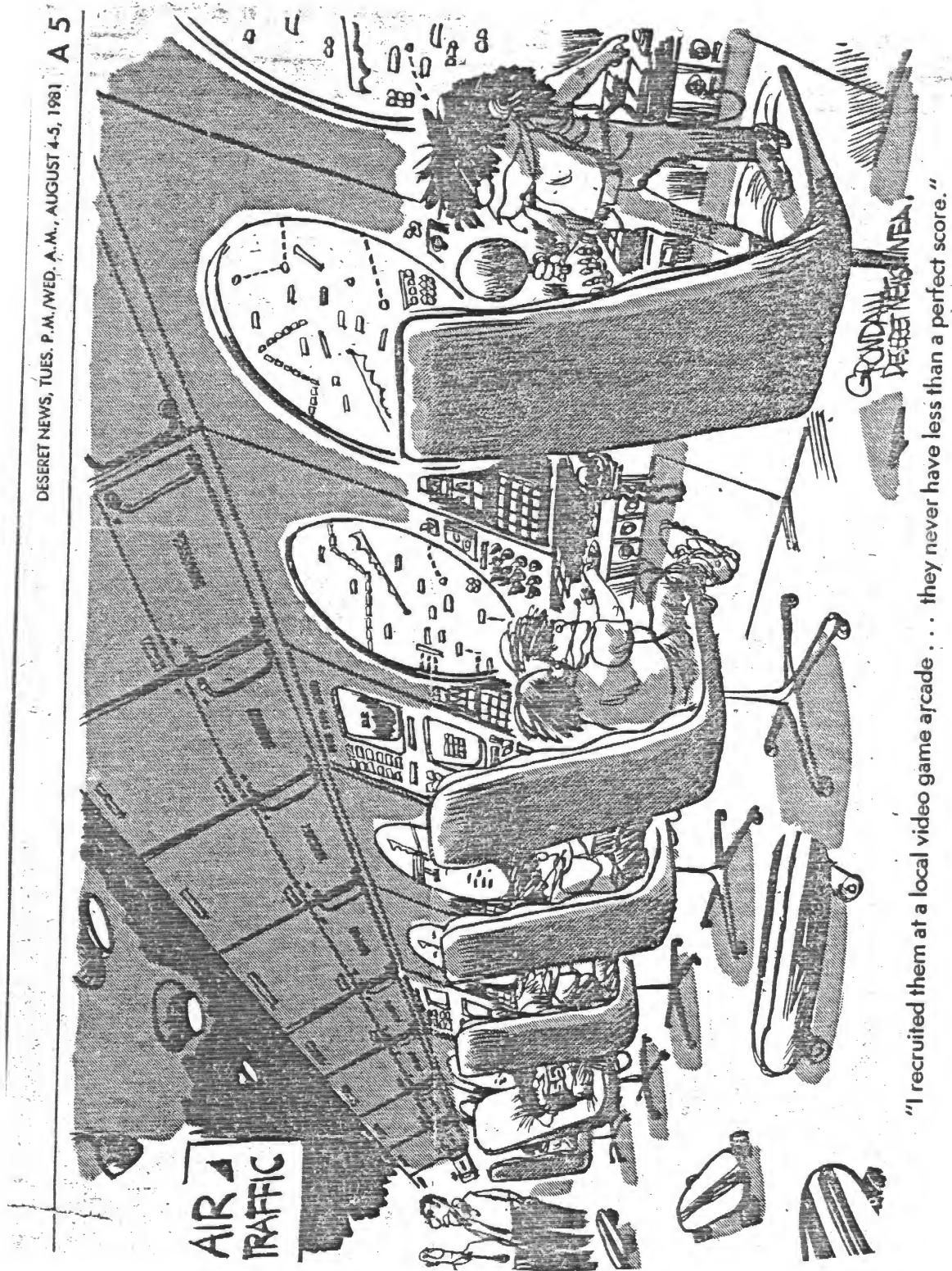
By EILEEN ALL BOWEL  
*Staff Reporter of OFF THE WALL STREET JOURNAL*

SUNNYVALE, Calif.—Atari, Inc., yesterday acquired the Strategic Air Command (SAC), the National Aeronautics and Space Administration (NASA), and most of the solar system. The sale price was rumored to exceed \$100 billion.

According to a company spokesman, the purchase was made in order to take advantage of "idle production capacity" in Atari's worldwide network of electronics manufacturing facilities.

Atari last week posted earnings of \$987 billion on sales of nearly \$3 trillion. The company has been expanding so rapidly, the spokesman said, that it has "begun to influence tides."

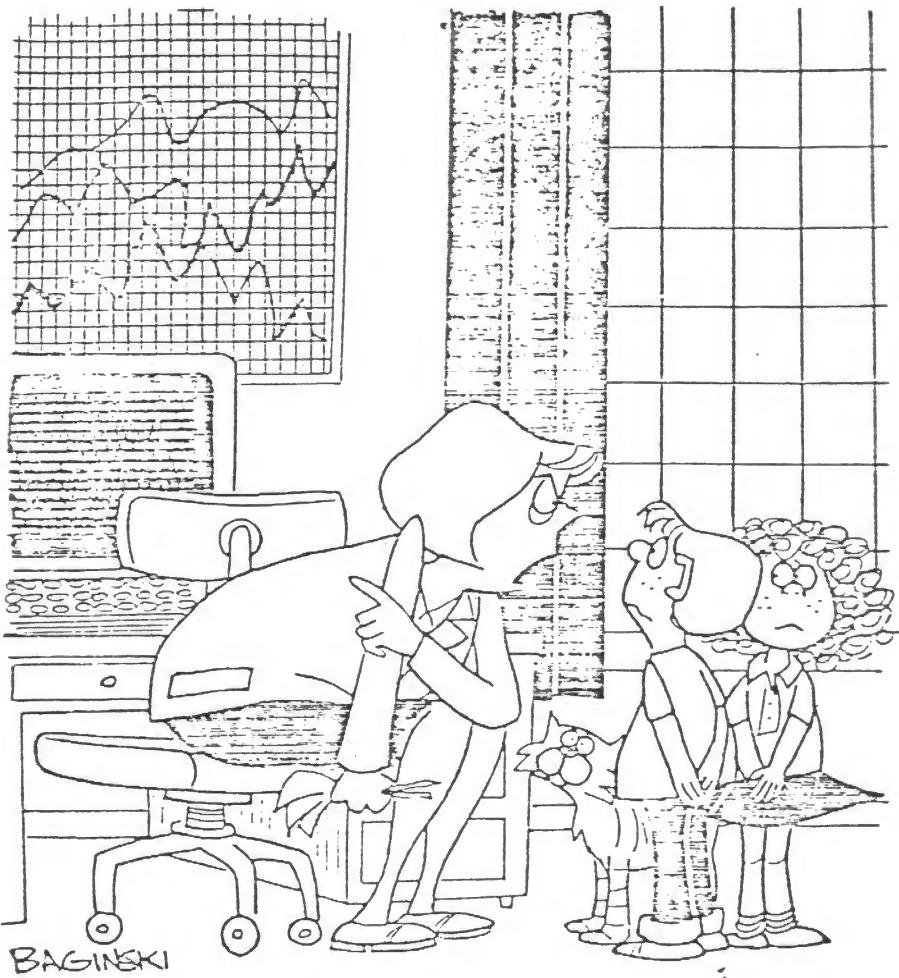
Atari's plans for its latest acquisitions were not revealed, but industry insiders said the company plans to turn SAC, which is the nation's first line of defense in the event of nuclear attack, into "an enormous video game" along the lines of Atari's popular Missile Command. NASA, a perennial money loser, was reportedly added to the package at the last moment when government officials began to have second thoughts about the sale.



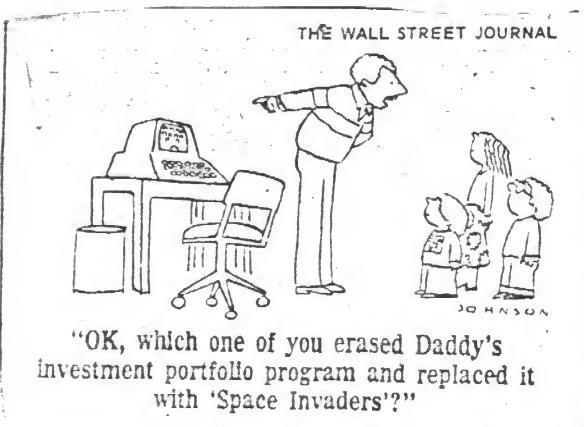
"I recruited them at a local video game arcade . . . they never have less than a perfect score."



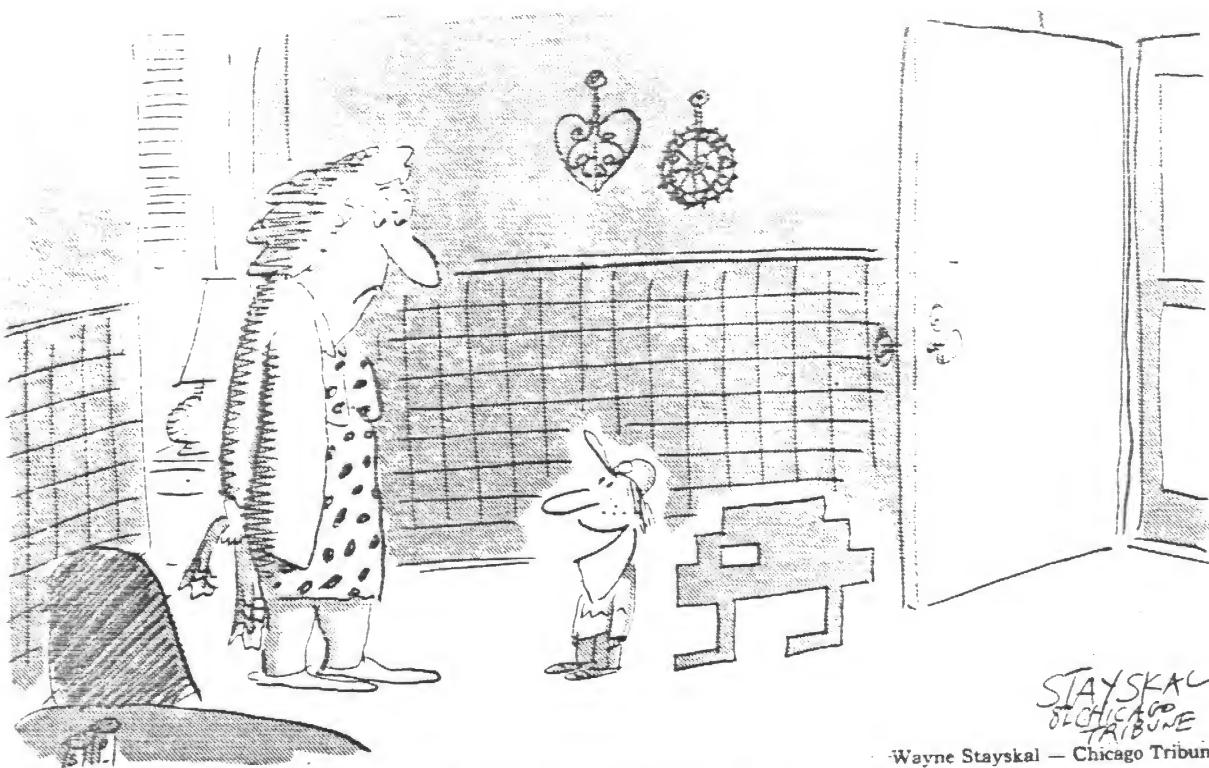
THE NEW YORKER DATE UNKNOWN



"OK, who erased my income tax  
program and put in Space Invaders?!"



"OK, which one of you erased Daddy's  
investment portfolio program and replaced it  
with 'Space Invaders'?"

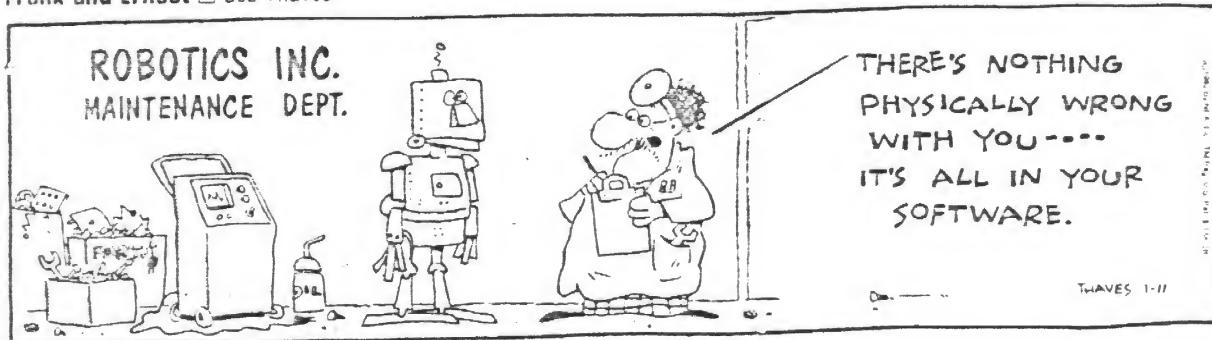


STAYSKAL  
OF CHICAGO  
TRIBUNE

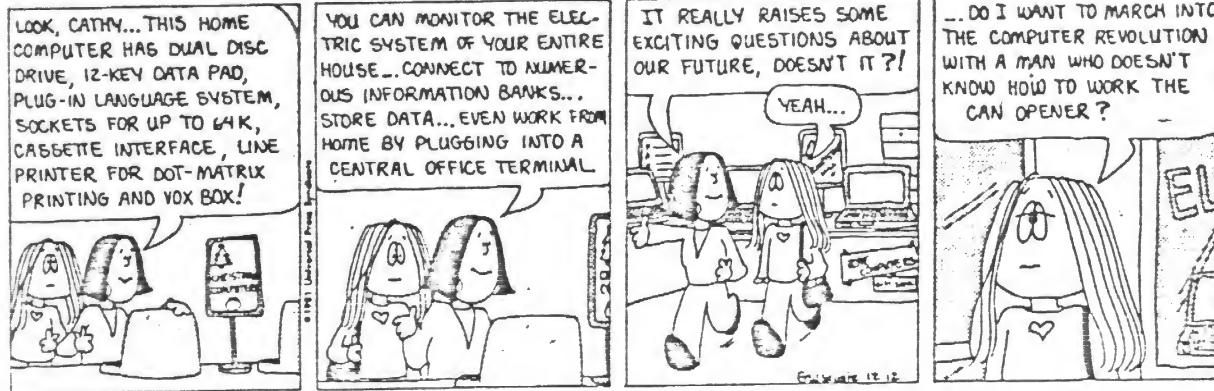
Wayne Stayskal — Chicago Tribune

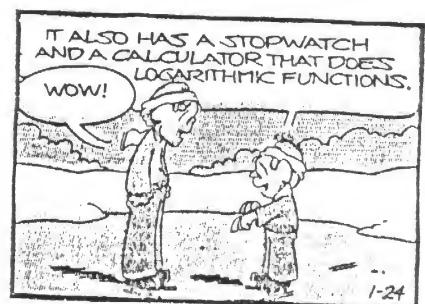
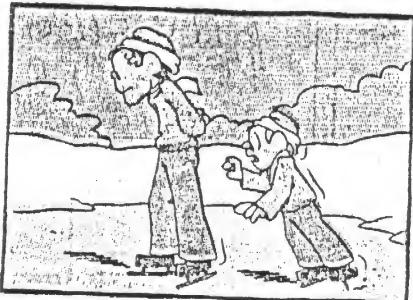
'It followed me home from the video game arcade . . . Can I keep him?'

Frank and Ernest □ Bob Thaves



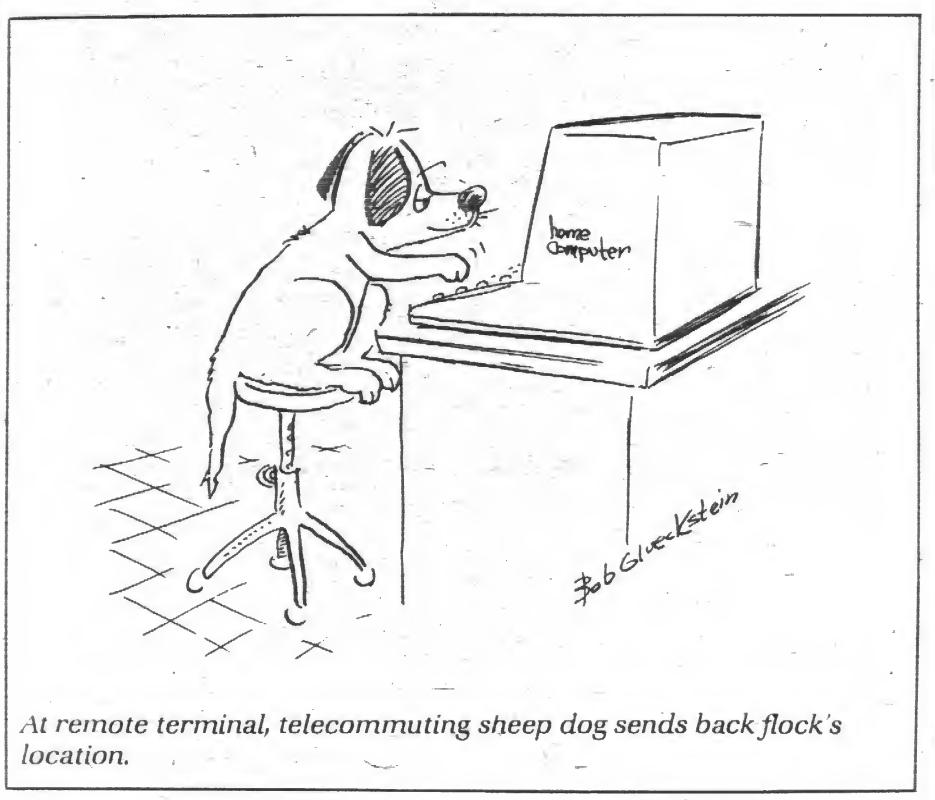
Cathy □ Cathy Guisewite





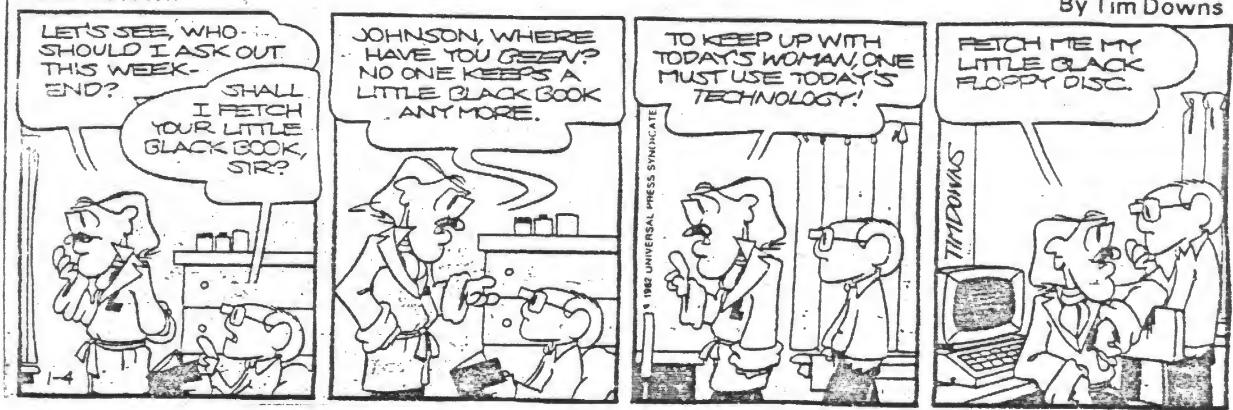


*Alpine shepherd needs information on his flock.*



*At remote terminal, telecommuting sheep dog sends back flock's location.*

Downstown



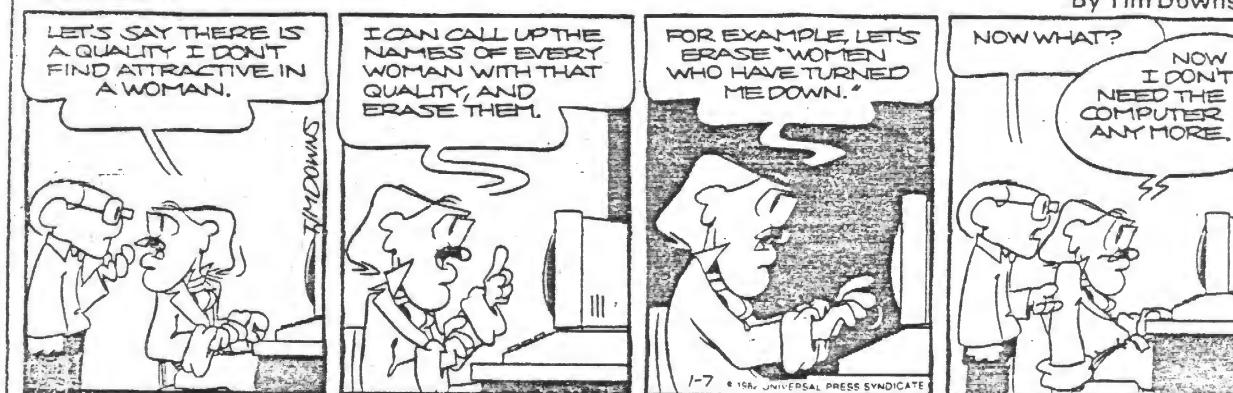
By Tim Downs

Downstown



By Tim Downs

Downstown



By Tim Downs

Downstown

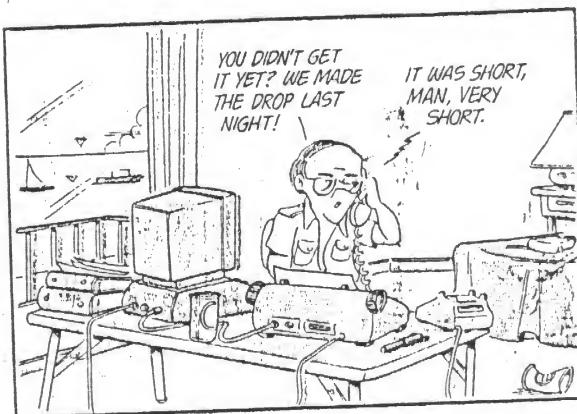
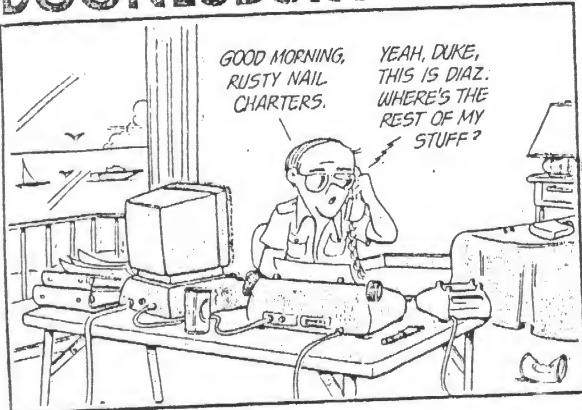


By Tim Downs

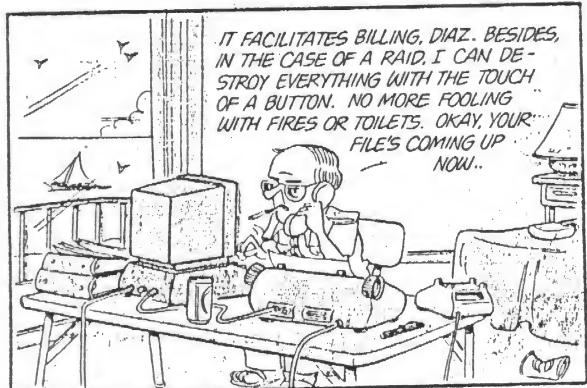
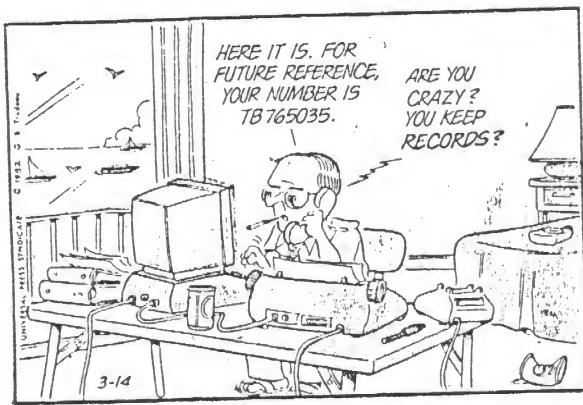
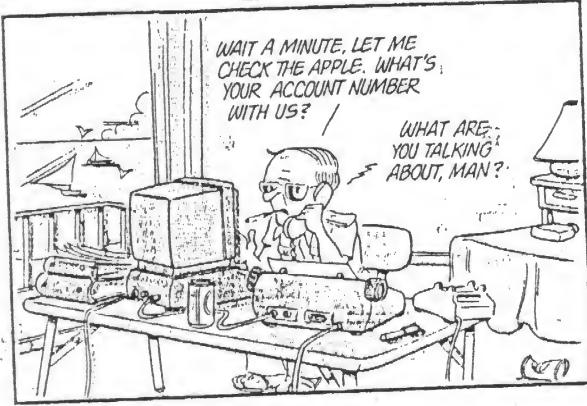
11/7/82 LA TIMES

11/8/82 LA TIMES

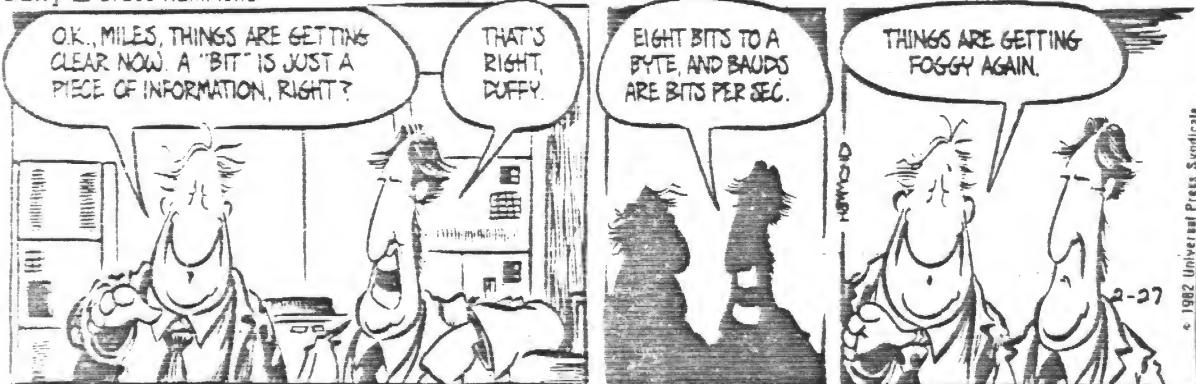
## DOONESBURY



## BY TRUDEAU



Duffy □ Bruce Hammond



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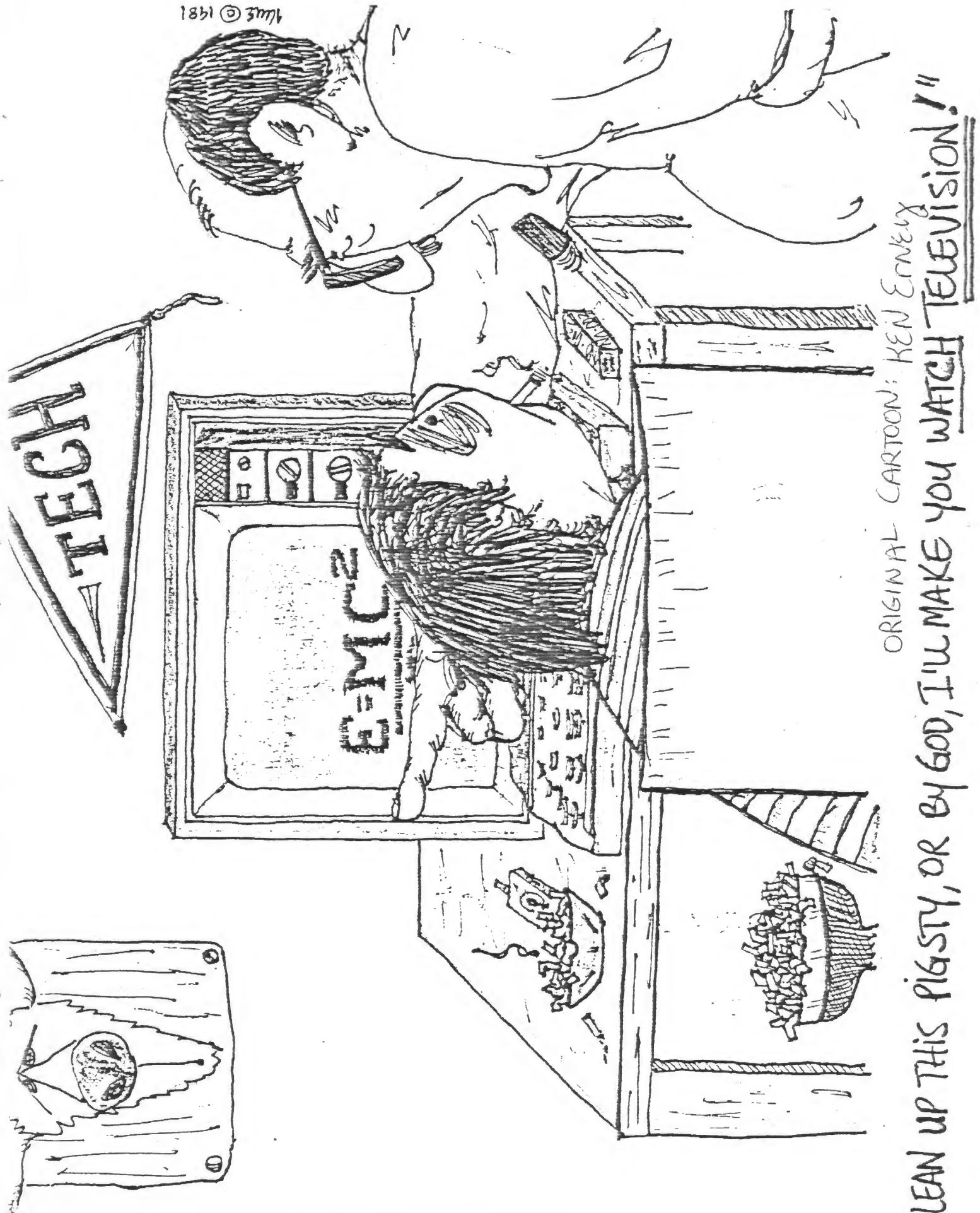
B.C.

By Johnny Hart



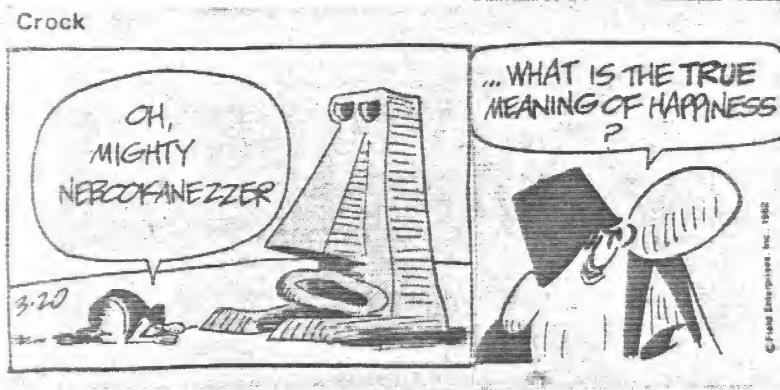
Shoe □ Jeff MacNelly





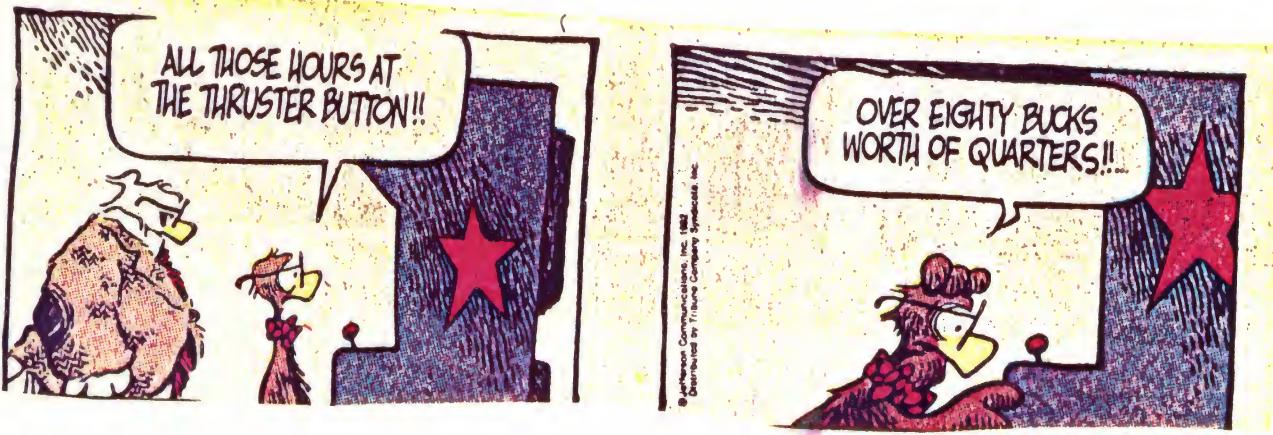
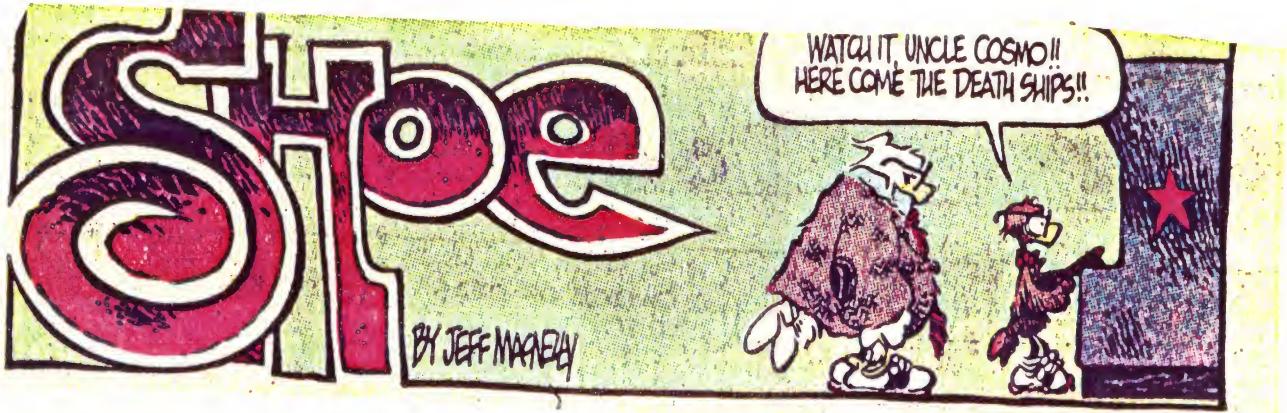
ORIGINAL CARTOON: KEN ERMEY  
"CLEAN UP THIS PIGSTY, OR BY GOD, I'LL MAKE YOU WATCH TELEVISION!"

Crock

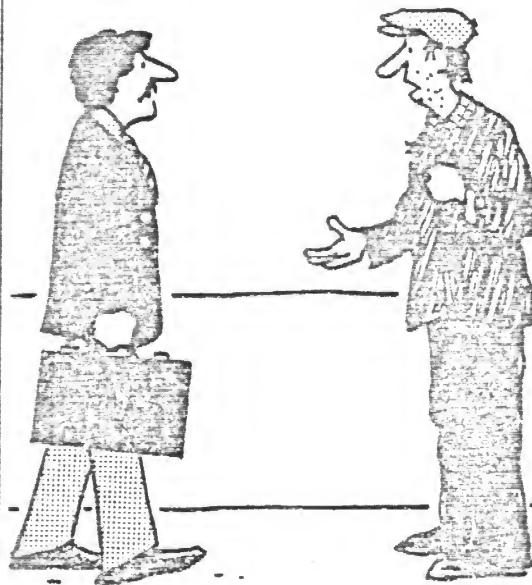


By Rechin and Wilder





# Berry's World

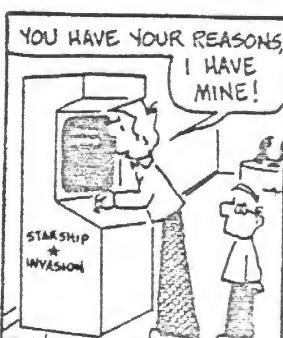


© 1981 by NEA Inc. *Jim Berry*

*'Hey, buddy! Got a quarter for a  
game of asteroids?'*

Drabble

By Kevin Fagan



Drabble

By Kevin Fagan



Drabble

By Kevin Fagan



6/2 - 6/4  
LA TIMES

Berry's World

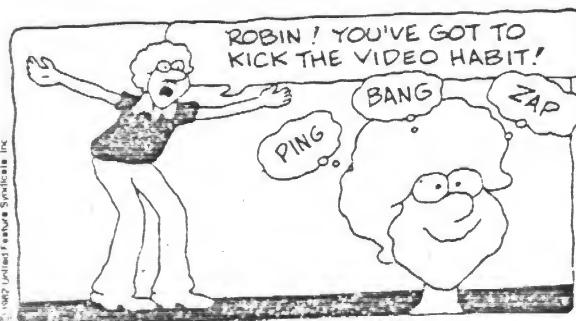
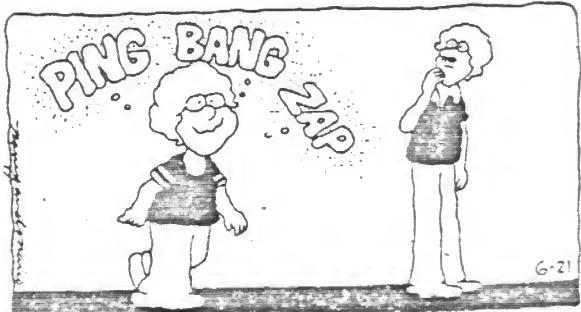
By Jim Berry



© 1980 by NEA, Inc. *Jim Berry*

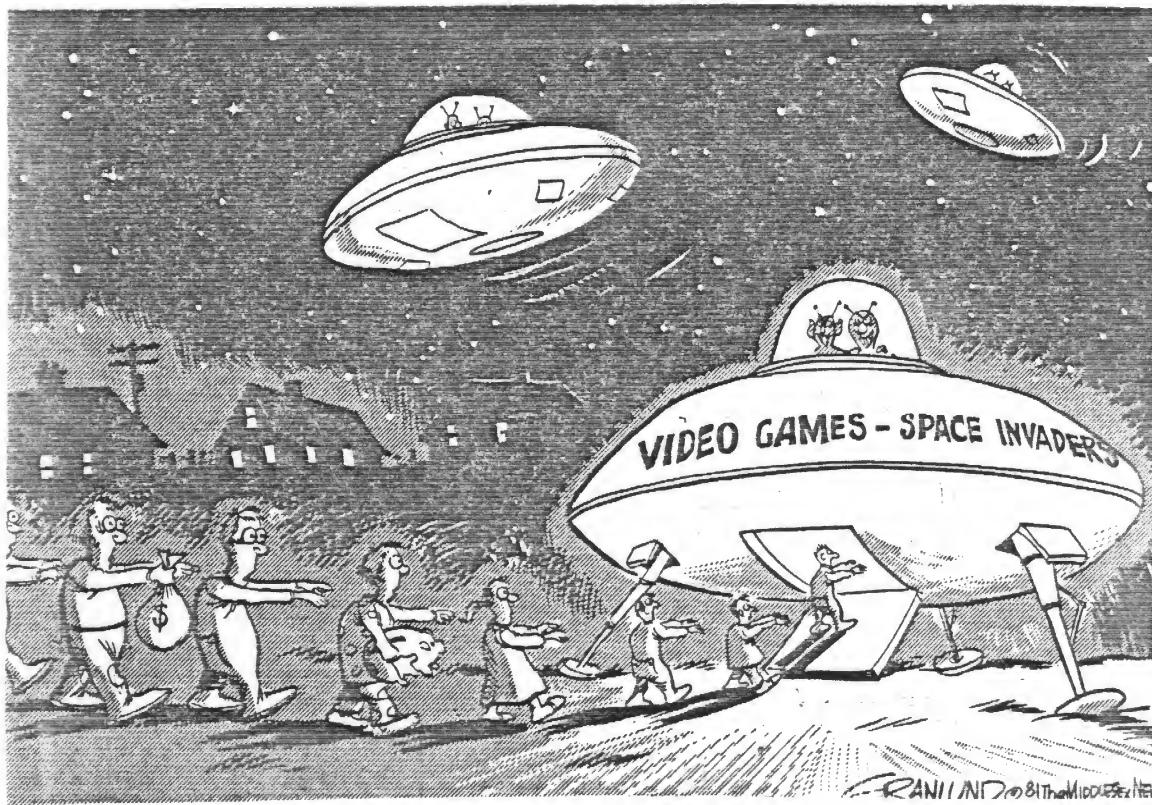
"Terribly sorry! I'm hooked on this electronic game I bought for my kid. Go ahead with your report."

Father's Day □ Nancy and Mario Rissso



Little Jimmy Fenster, in a halfway house for kids trying to kick Space Invaders is proving to be a very tough nut to crack.

FRAMINGHAM, MA. MIDDLESEX NEWS



Berry's World

By Jim Berry



"You think YOU'VE got troubles. MY kid's got a  
twenty-dollar-a-day Pac-Man habit!"





Ron Burda - News

Jim Thurston has conquered difficult electronic games

## Eighth-grader undisputed champ when it comes to electronic games

By Ed Hering  
Staff Writer

Jim Thurston is looking for more work to support his expensive habit. The 13-year-old is addicted to electronic games.

So expert is Jim, an eighth-grader at Curtis Junior High School in San Jose, that he's the going-away champ at the new and difficult "Asteroids" game at his favorite arcade.

"I play for two days a week for maybe two or three hours," Jim says. He used to have even more playing time, in return for cleaning up at the arcade, the Time Zone in Mountain View.

The popular hangout for

teen-age boys recently changed ownership and Jim lost his job cleaning the floor and washing windows.

But Jim is undeterred. He still rides the bus after school from the mobile home park where he and his four brothers and sisters live to the Mountain View arcade.

"I live near Milpitas and Alviso and it's a good bus connection," he explains.

"Around the mobile home park where I live I do a lot of work. My friend and I wash cars and do odd jobs," Jim says.

He also works for a health spa chain, putting free 30-day passes on car windshields in parking lots.

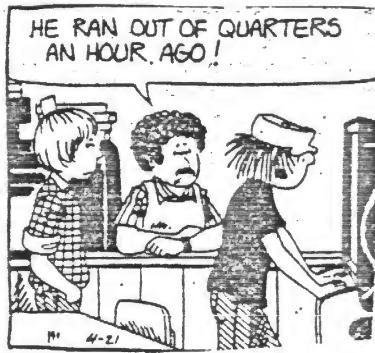
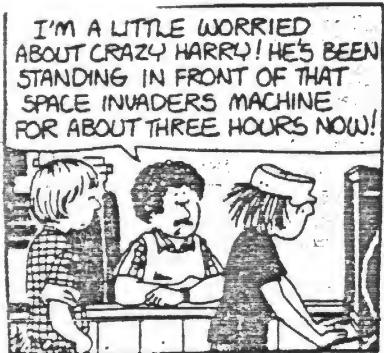
The favored Asteroid game is new on the arcade scene, but in the six weeks Jim has been playing it, he's been able to achieve a game score of more than 90,000 points.

"A lot of other players average over 17,000," he says in comparison.

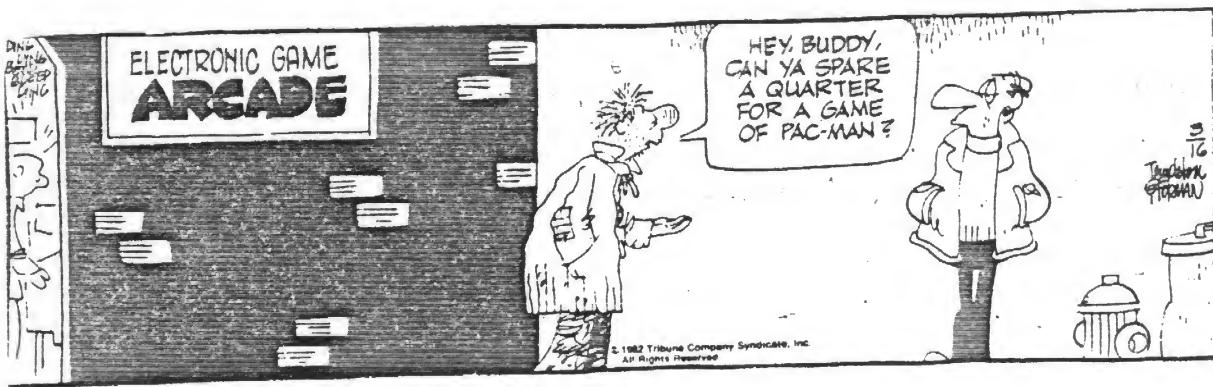
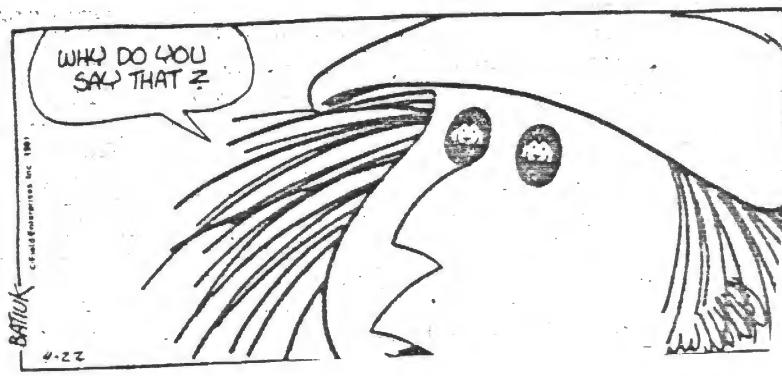
"It just drives you to play it more. You lose and it gets you frustrated and you want to play it again."

He can be found wearing a Dallas Cowboys cap. The Cowboys and the Steelers are his favorite teams.

He water skis in the summer and hopes to be an electronics technician in the Navy "so I can build my own games."

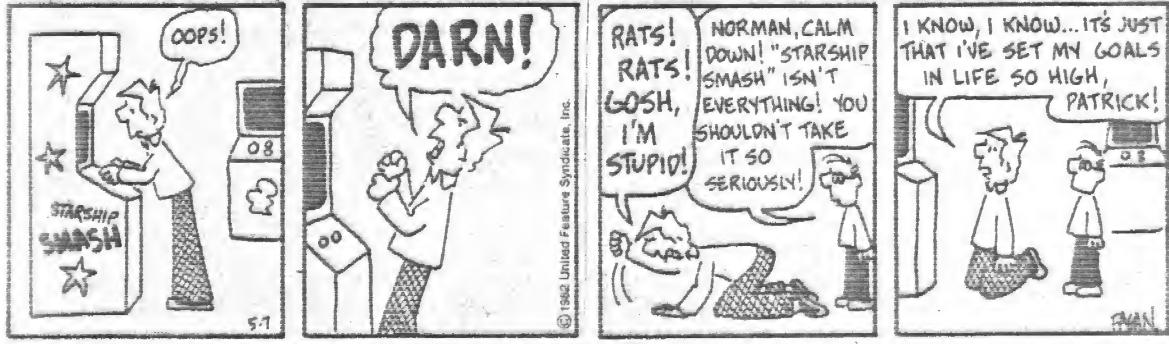


Funky Winkerbean



Drabble

By Kevin Fagan



Berry's World

By Jim Berry



# FUNKY WINKERBEAN

IN RECENT MONTHS, QUITE A CONTROVERSY HAS DEVELOPED OVER WHETHER OR NOT PLAYING PAC-MAN IS HARMFUL TO OUR NATION'S YOUTH!



THE LEADING PROONENT OF THE MOVE TO OUTLAW PAC-MAN MACHINES IS HERE WITH US TODAY, SENATOR NOAH VALE!



SENATOR VALE, JUST WHAT WOULD YOU SUGGEST THAT YOUNG PEOPLE DO INSTEAD OF PLAYING PAC-MAN?



FOR ONE THING, DAVID, THEY COULD TAKE UP A NORMAL, WHOLESOME ACTIVITY LIKE BOWLING!

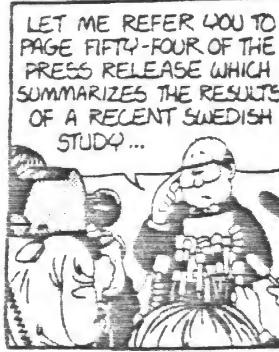
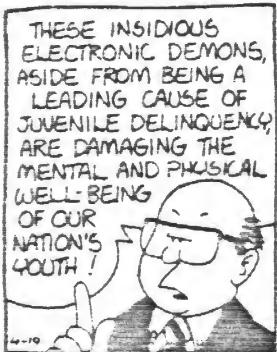
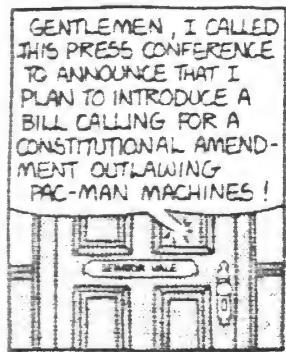


LET'S GET OUR KIDS OUT OF THE ARCADES AND INTO THE ALLEYS!!

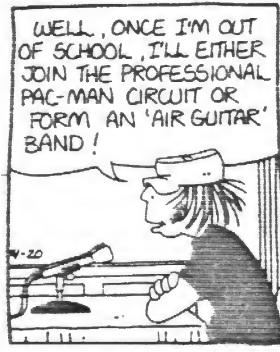
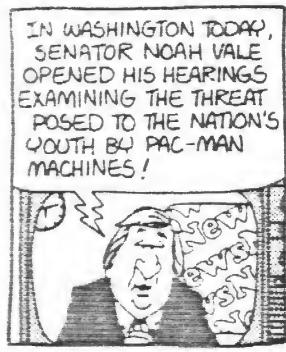
© Field Enterprises, Inc., 1982



Funky Winkerbean □ Tom Batiuk

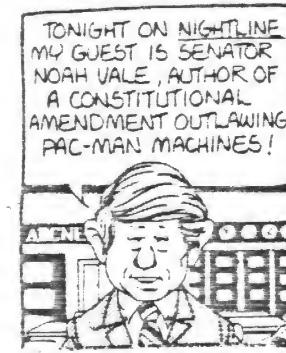


Funky Winkerbean □ Tom Batiuk



Woo Dale □ Morris Turner

Funky Winkerbean □ Tom Batiuk





WEEKLY WORLD

40¢

# NEWS

June 1, 1982

30587

VOL. 3, Issue 34

'Dallas' star Linda Gray  
tells why she needs  
romance in her love life



## High school student drops dead at controls

# TEEN KILLED BY VIDEO GAME

## Video game kills teen

By MILO VENEER

Locked in an intense, life or death battle with the video game "Berserk," young Peter Bukowski's weak heart suddenly short-circuited under the strain.

Shocked players at the Calumet, Ill., video center were stunned as they watched the 18-year-old youth suddenly slump at the controls of "Berserk" and slowly crumple to the ground.

His lifeless body was a tragic symbol of the video

game's conquest over its human foe.

Incredibly, Dr. Albert Willardo, the coroner for Lake

County, Ind., said the tension of playing the game actually killed the high school youth.

When Dr. Willardo autopsied

**Massive stress stopped his heart, coroner says**

the body, he discovered that Peter had an undetected heart condition known as myocardial inflammation or inflammation of the heart.

However, it was not the condition which killed the teen, insisted Dr. Willardo — it was the stress caused by playing the game.

"It was the kind of condition that could go undetected for his whole life," explained Dr. Willardo.

"He wouldn't have any symptoms and even tests wouldn't necessarily pick it up."

But the condition can lead to death if the person puts him or herself under a lot of stress, the coroner explained.

"There's a lot of stress in playing these video games," said Dr. Willardo. "People get emotionally and physically involved with the competition."

"There was an article about

these games which described intense video players as saying: 'I'm gonna beat this game even if it kills me.'

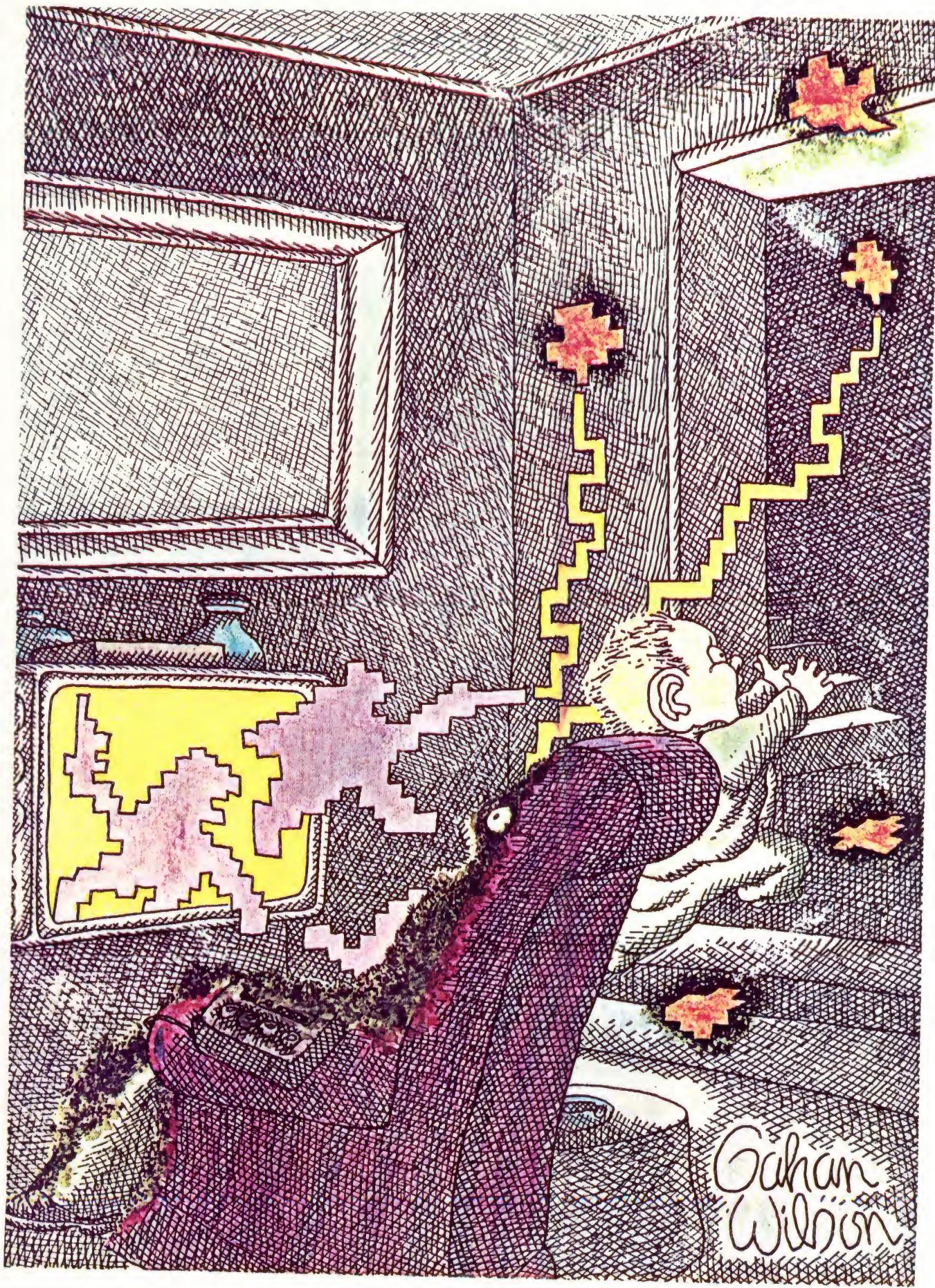
"And sometimes it does."

According to the coroner, Peter, who at 5-foot-9 and 195 pounds was overweight, was an intense player.

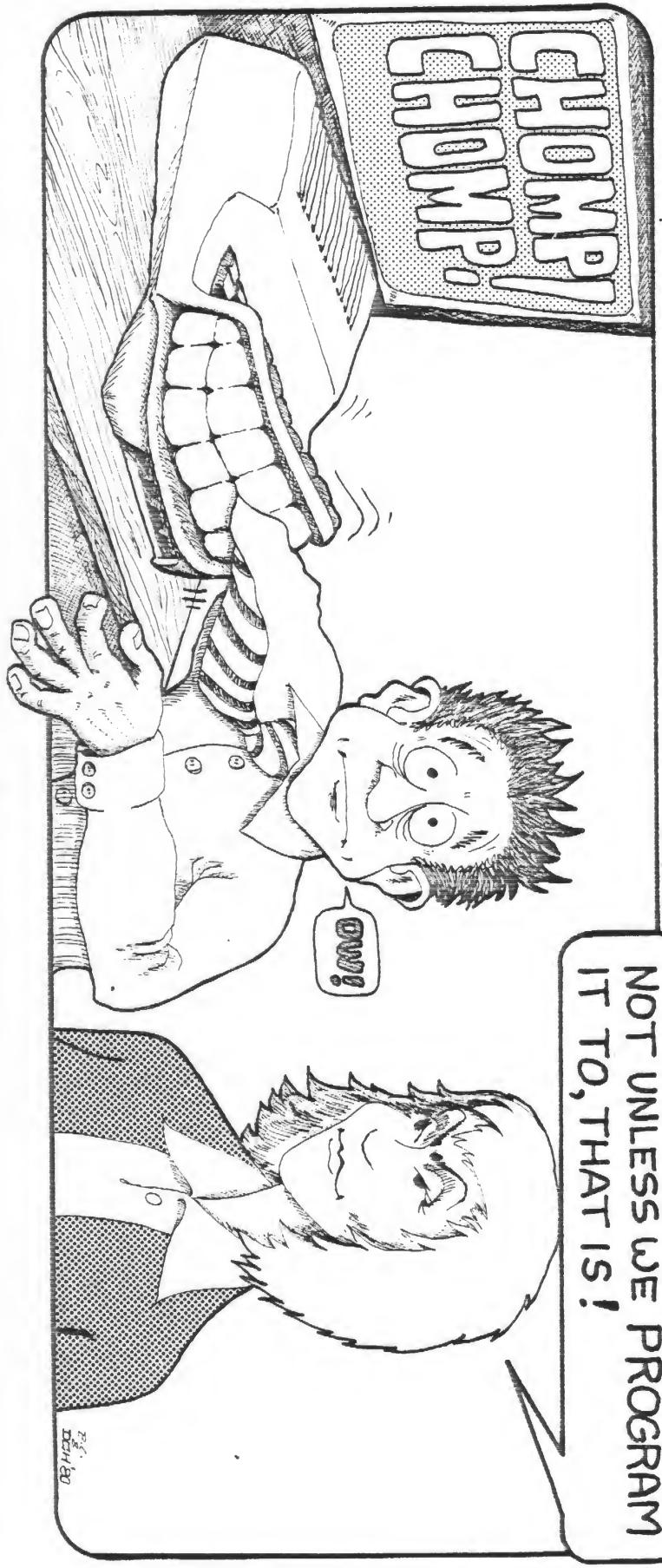
Apparently, he got excited and fiercely involved in beating the game. His heart sped up, but the normal pathways for the electrical impulses that cause the heart to pump got blocked.

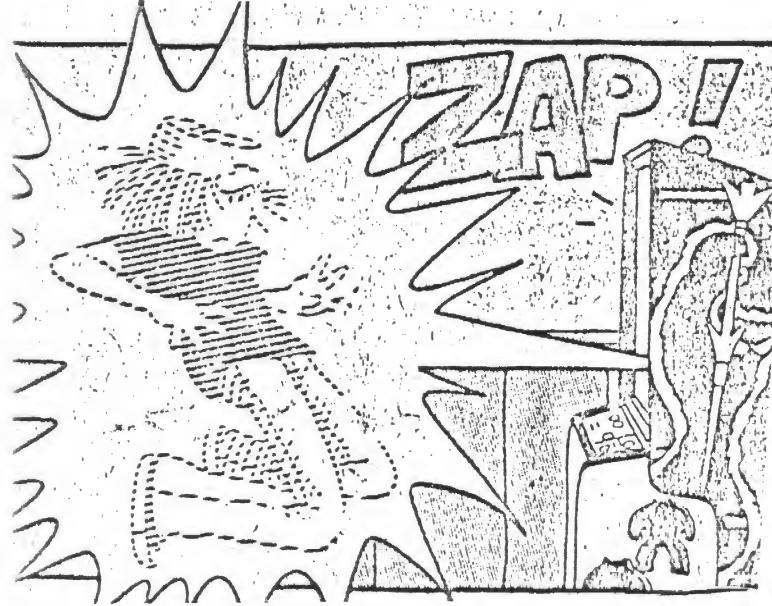
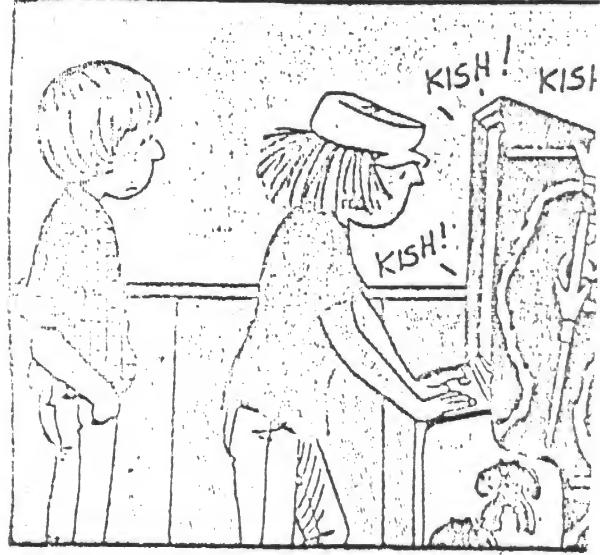
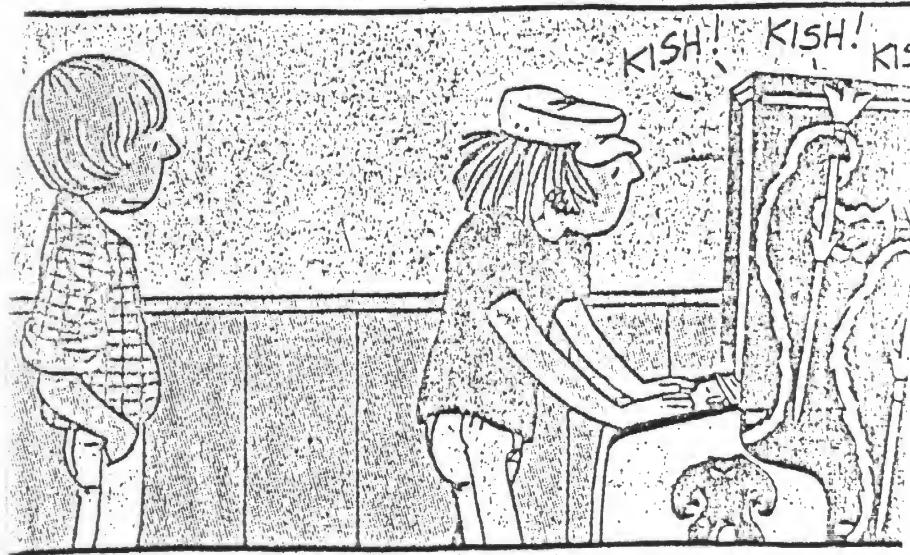
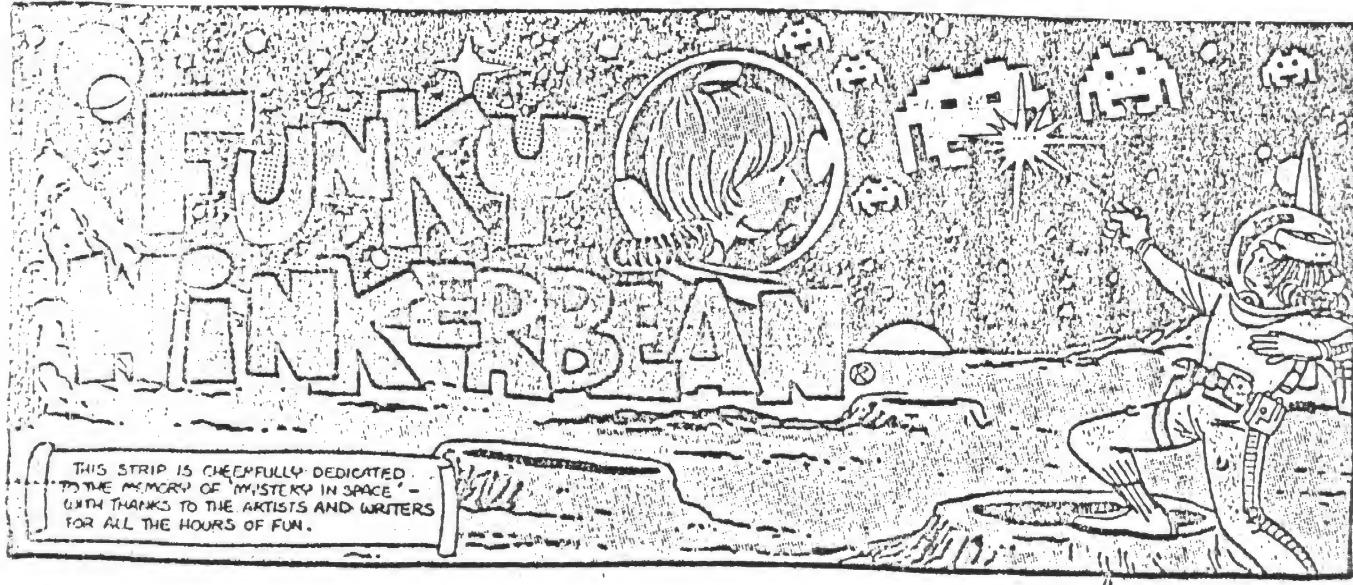
"These short-circuited impulses kept the heart from contracting properly," said Dr. Willardo. "Instead, the blocked impulses caused a dysrhythmia (an irregular heartbeat) which killed him."

"Many people with this heart condition who put themselves in real stressful conditions are not aware that they cannot take the stress," said Dr. Willardo.

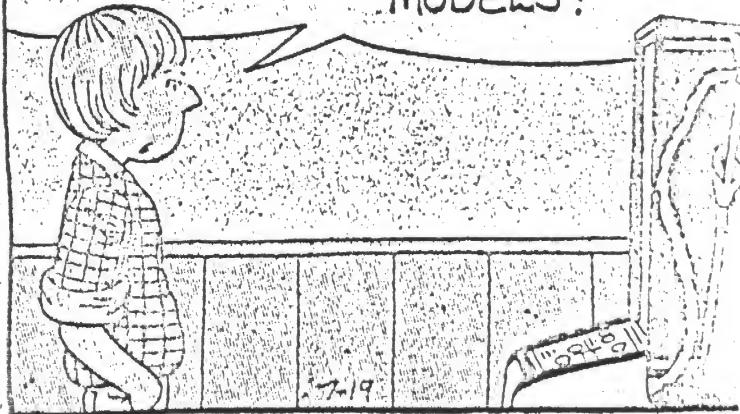


"Mommy! Mommy! Daddy lost!"





THIS 'SPACE INVADERS' MACHINE  
MUST BE ONE OF THE NEWER  
MODELS!



*INFUSED*

## Film Review

MAY 16, 1982

# Game blows players away

By John Barry, IW Staff

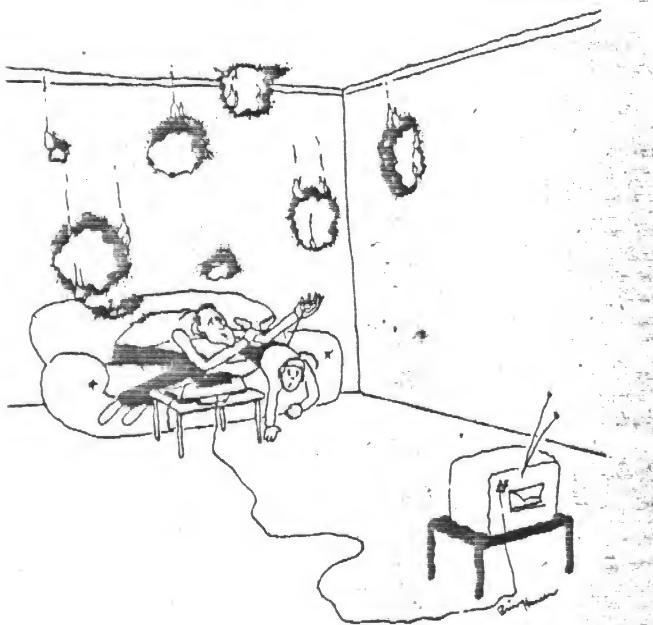
SAN FRANCISCO, CA—Bullets from the approaching aircraft slammed into the man's chest, then ripped out through his back. From the gaping dorsal holes gushed fountains of blood as he crashed, face first, through the plate-glass top of an arcade machine.

The above is not a description of a scene from the latest Sam Peckinpah production, but rather a segment from *Extended Play*, a 16-mm film shown recently at a press screening of award-

winning entries in the Palo Alto, California, Film Festival.

*Extended Play* concerns a horny male adolescent who, after fantasizing about and failing to score with several girls, takes refuge in a surrealistic, infernal arcade parlor.

Using flashlights that airport ground personnel employ to direct planes on the tarmac, two moving men wheel in a new game called "Mig Alley," plug it in and depart. Our hero starts to play and soon realizes that the game is incredibly true to life.



Our hero starts to play and soon realizes that the game is incredibly true to life.

Adversary airplanes fire live ammunition through the game's screen and fell most of the denizens of the arcade parlor—as well as several of its machines.

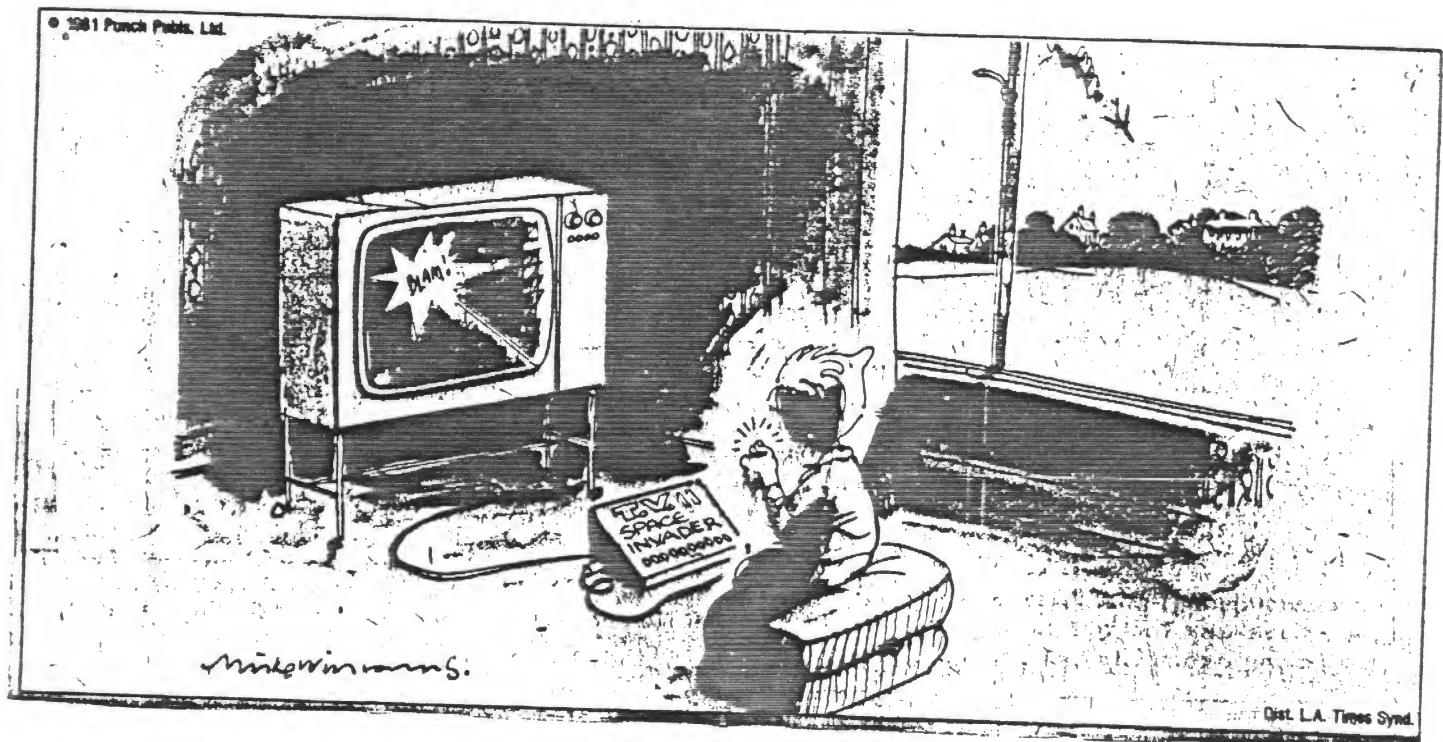
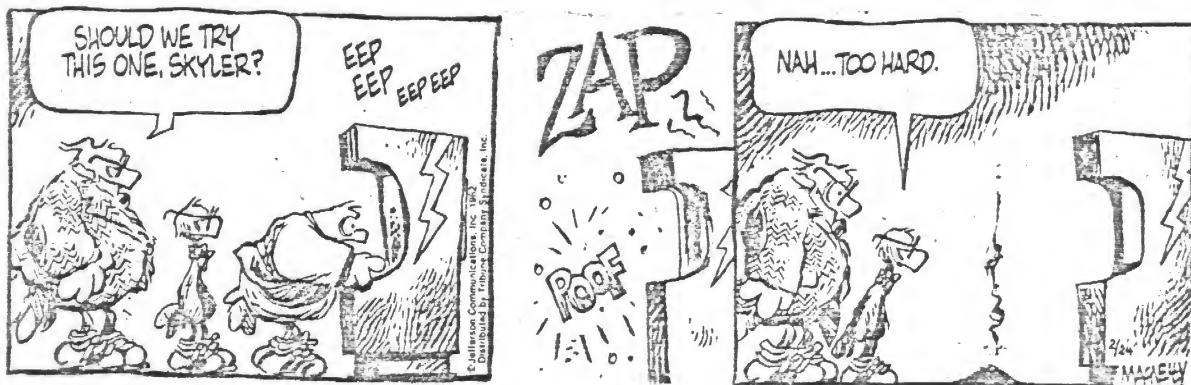
The hero's craft is eventually hit, and his control panel warns him to eject as he rapidly loses altitude.

When he hits the "eject" button, he is propelled into the ceiling; the lower half of his body and the chair dangle from the hole his head has drilled in the ceiling. In the film's final frames, the hero's parachute opens and falls to the floor.

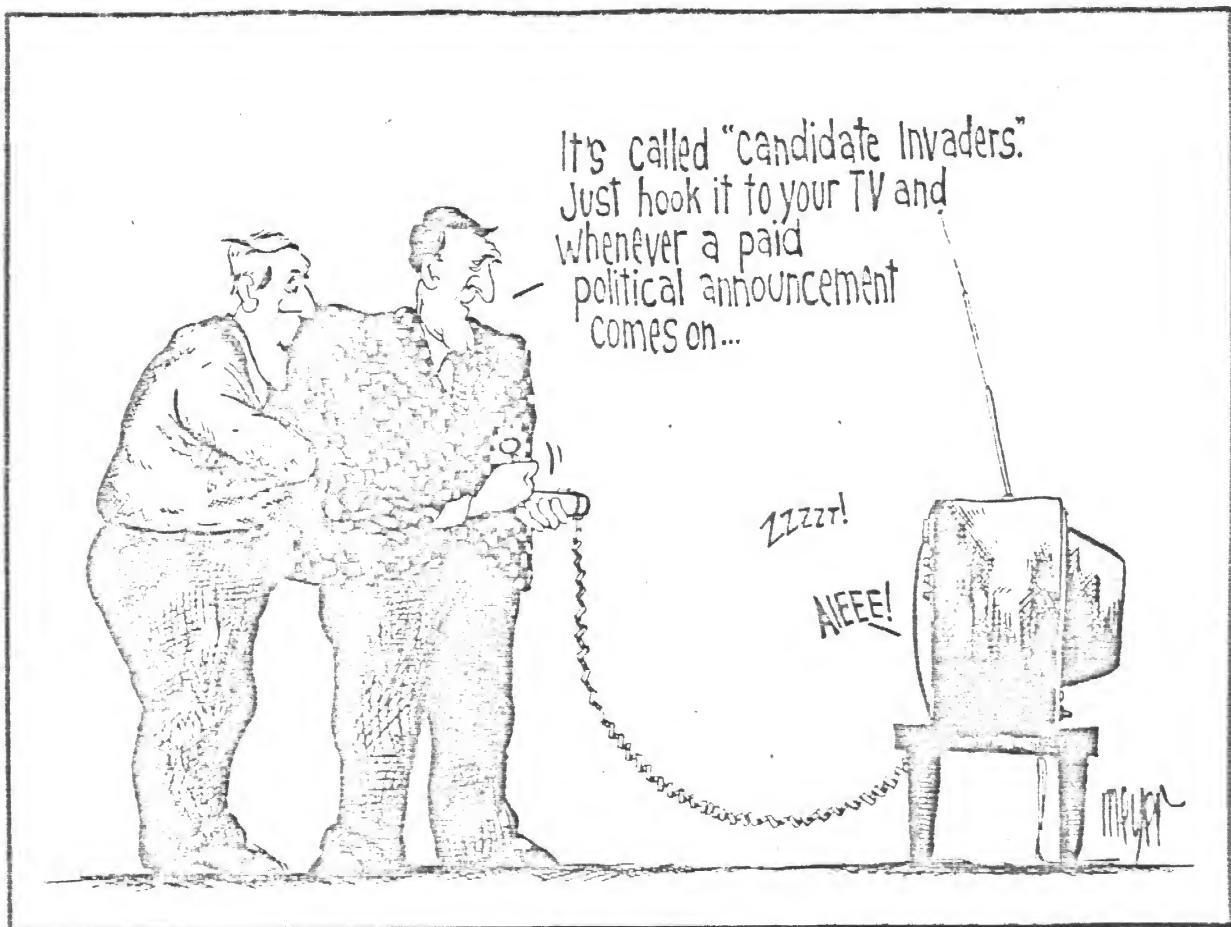
*Extended Play* is the work of David Casci, Chris Perry, John Nystrom and Dean Wolman, four San Francisco-area filmmakers who met at a local college film department. Atari is among the companies that get billing in the credits.

The film won first prize in the Palo Alto Film Festival's fiction category. ■

Shoe □ Jeff MacNelly



Monday, Apr. 19, 1982



Shoe □ Jeff MacNelly



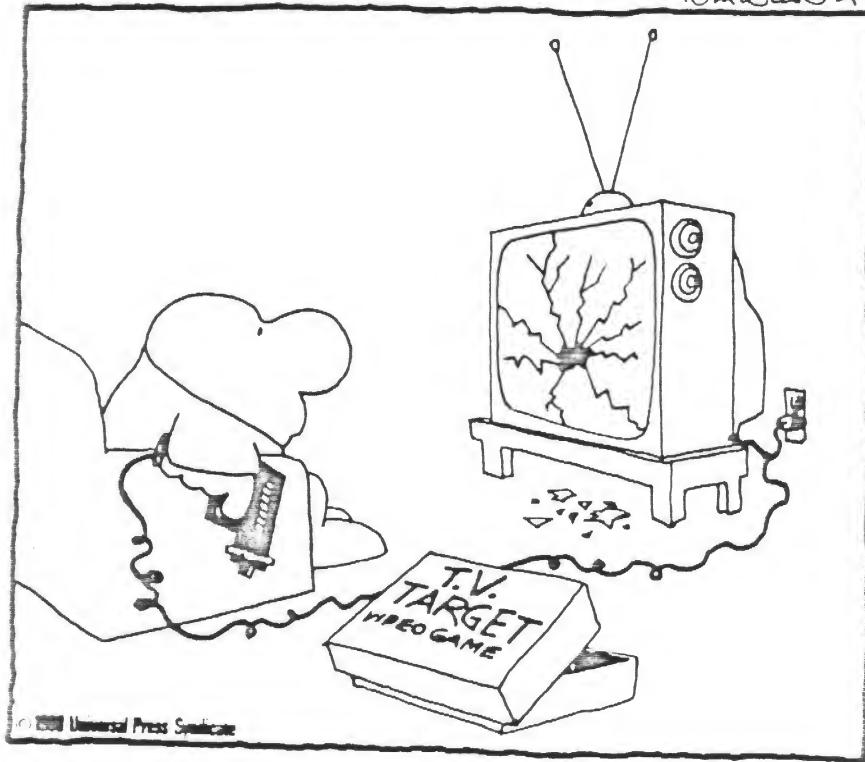
TORRANCE, CA DAILY BREEZE 12/9/81  
Kudzu

Doug Marlette



ZIGGY®

Tom Wilson



Berry's World

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YOUR MASCULINITY

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Olin Berry



# FINAL THOUGHTS

## GAMES PEOPLE DON'T PLAY

By Steven Crist

### 3-D Drunken Driver Grand Prix

Spirited Toy Co. \$100. 1 player. Handheld. Breath-O-Lyzer and Po-Lee-Cee-Man optional.

This portable three-in-one unit combines the best features of auto-racing, drinking and law-enforcement games. Player imbibes (liquor not included) until Breath-O-Lyzer shows blood-alcohol content on player's breath to be in excess of legal limits. Player has option of playing in "impaired" mode (.06-.10 meter reading) or accumulating more points in the "intoxicated" mode (.10-.24). Object is to drive automobile-figure on screen through busy intersections without accidents and without triggering Po-Lee-Cee-Man cars. Additional points can be gained with flagrant displays of intoxication, such as running red lights and driving on sidewalk. Round ends upon apprehension by Po-Lee-Cee-Man and failing Breath-O-Lyzer test.

**Advantages:** Aids in development of motor-coordination and police-evasion skills. Provides excuse for ingestion of alcohol.

**Disadvantages:** Players have been reported abusive of the unit upon losing.

**Note:** 1983 model has disconnected previous versions' "clinically unconscious" mode (.25 and up) because of potential health hazard.

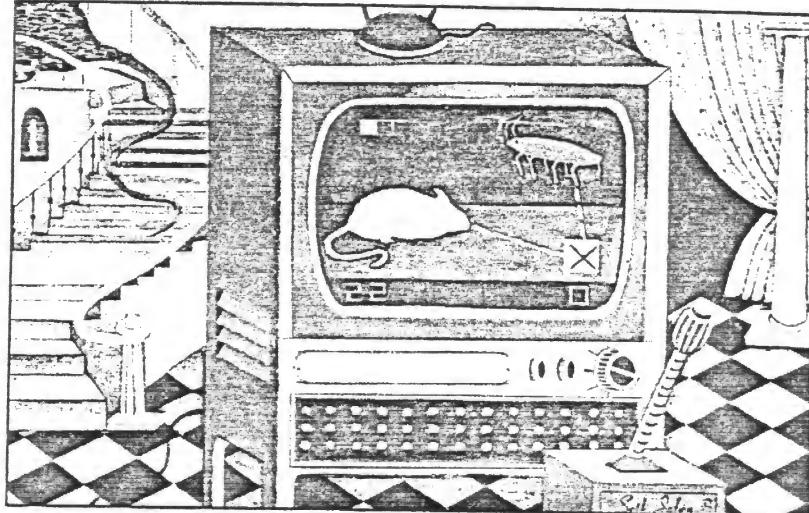
### Rats and Roaches

Residential Projectronics Ltd. \$65/monthly rental. 6-14 players.

The state-of-the-art in the fantasy line of game cartridges, Rats and Roaches transports the "family" of players to a three-room inner-city apartment. Players act as a team to keep the invading rodents and insects from penetrating a maze of rusted pipes, faulty wiring and hollow walls. The enemies' goal is a sleeping infant and an opened package of creme-filled finger-cakes in another chamber.

**Advantages:** Complex, challenging game board with certain improvements on "Dungeons and Dragons" prototype. Fast-paced action with unusual twist that player must always lose; victory is measured in how long one can keep the invaders at bay.

**Disadvantages:** Testers reported emotional depression at game's inevitable loss factor after repeated playings. Audio portion, especially noise of infant



being devoured by rats at game's end, could be considered frightening by some pre-teenagers.

### Assassin

Loner Games. \$50. 1-4 players. Targets additional.

The best feature of this new twist on the old arcade shooting-gallery machines is the availability of 150 "victim cartridges" to provide endless variations. Loner's 1983 list includes 40 prominent politicians, 10 complete strangers and 100 well-known figures in the entertainment field. These cartridges are only \$8 each (\$10 for a few popular most-wanted selections, including Bob Hope, Jerry Brown, Steve Martin; \$15 for double-pak cartridges such as the Carpenters, Monteith and Rand, President and Mrs. Reagan). Each cartridge follows its star through a typical day, providing lone gunman or hit-squad team numerous opportunities for assassination.

**Advantages:** High degree of accuracy in depiction of victims' daily schedule (evidenced by game's having served as a successful blueprint for the recent slayings of actress MacKenzie Phillips and Sen. Jake Garn of Utah).\*

**Disadvantages:** Testers complained that game ends upon successful shot with electronic gun with no depiction of victim's death or bullet-riddled corpse. One disappointed player said, "I wanted to see that cheap hussy Loni Anderson bleed like a stuck pig."

*Steven Crist, the horse-racing correspondent of The New York Times, is the author of Offtrack, a collection of short stories.*

### Large Male Sibling

Haigex Complex Equipment. Free. All members of household.

This game arrived in many households recently, although none of the recipients ordered one. Unit's purpose remains unclear. It appears to consist only of a concealed video camera.

**Advantages:** Despite uncertainty as to its purpose, users report a sense of well-being that has resulted from presence of Large Male Sibling. Testers report a drop in anxieties, a sudden lack of vexing concern in political matters and heightened understanding of such concepts as ignorance, poverty and freedom.

**Disadvantages:** There are no disadvantages to Large Male Sibling. There are no disadvantages to Large Male Sibling. There are no disadvantages to Large Male Sibling.

### Intergalactic Battle of the

### Video Game Spokesmen

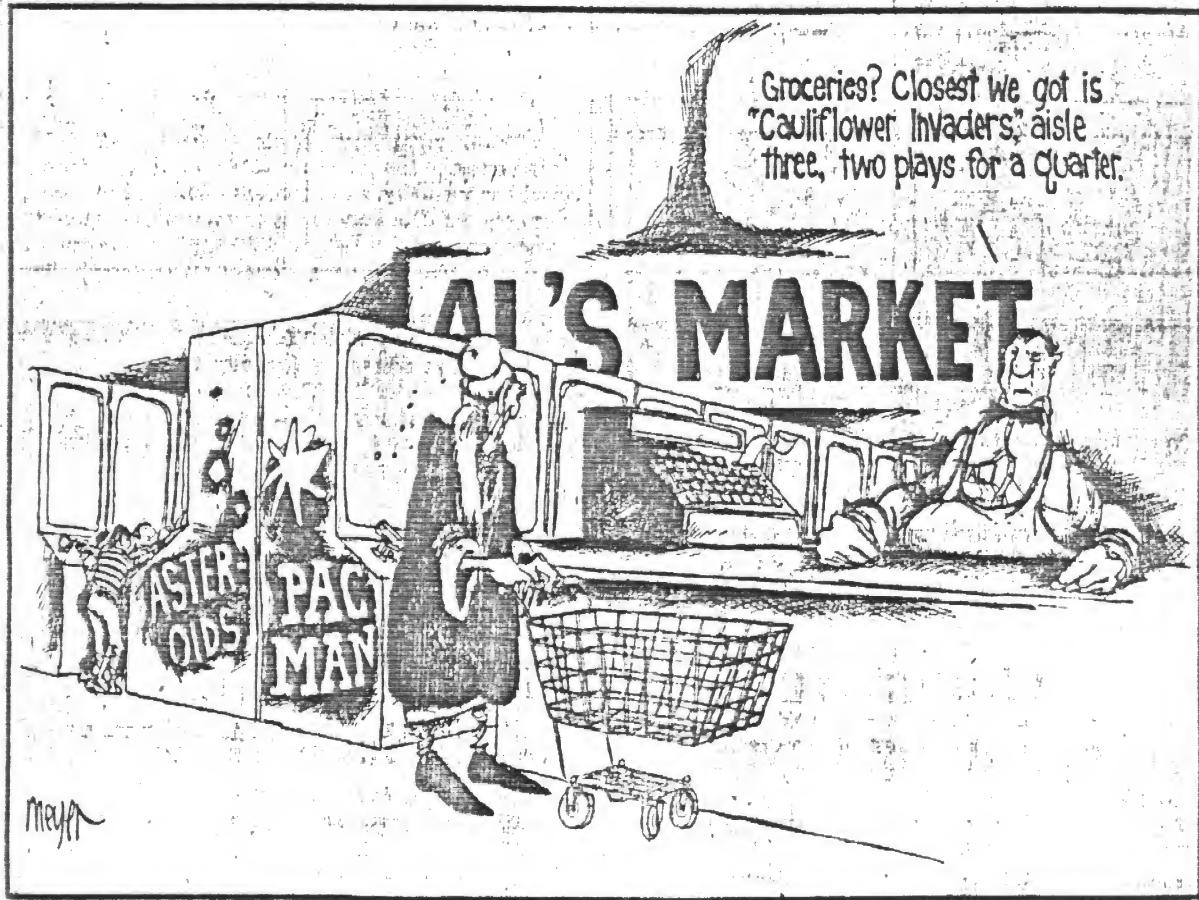
Uptown Productions. \$299.95. 2 players.

Players toss a coin to decide who will be a hairless 12-year-old boy and who will be George Plimpton. Each is then armed appropriately, the boy with a nuclear arsenal, lasers and an impenetrable spaceship, Plimpton with a condescending curl of the lip, a moribund wit and a townhouse.

**Advantages:** Plimpton always loses.

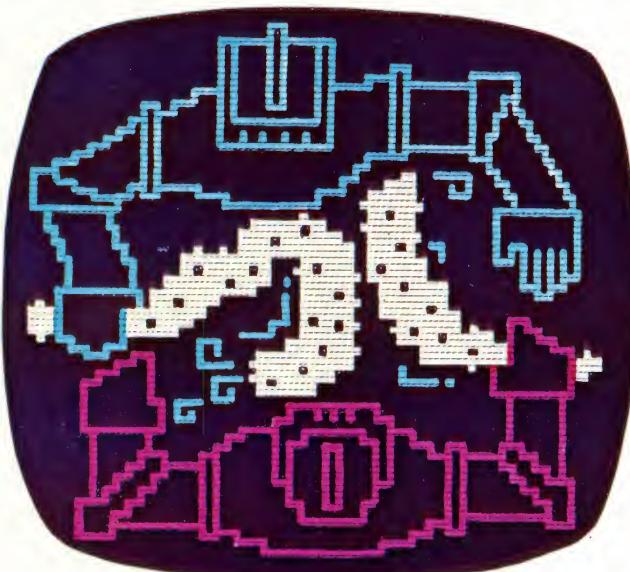
**Disadvantages:** Because Plimpton always loses, the game is reduced to a toss of the coin, so the expense of the unit is unnecessary, notwithstanding many testers' opinions that, "It's still fun to see it happen."

Friday, Feb. 12, 1982

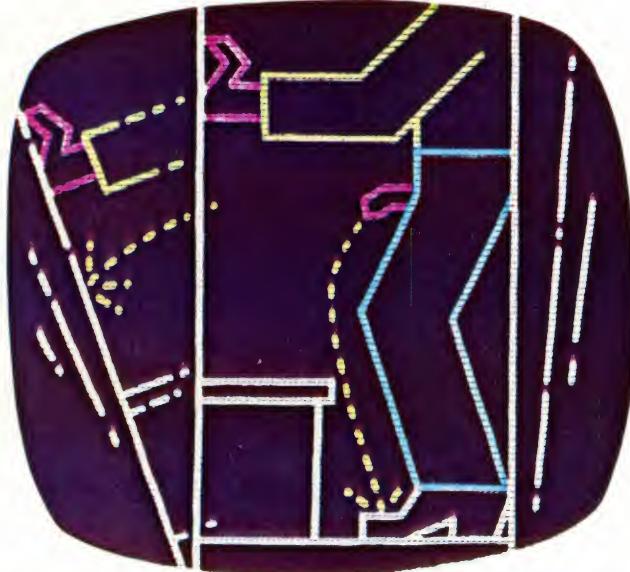


# ALL THE NEW VIDEO GAMES

BY RON BARRETT



**CAVE OF THE BLACK WIZARD** Battle is joined as two knights snap wet towels at each other.



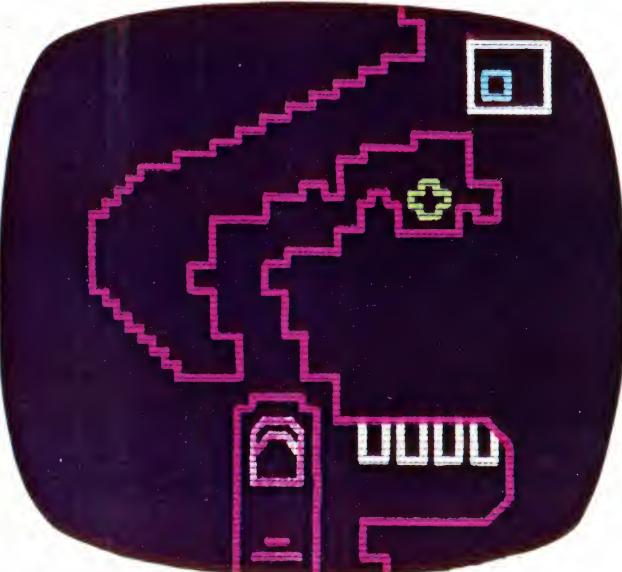
**AIRPLANE TOILET** Don't pee on your shoes or the wall.



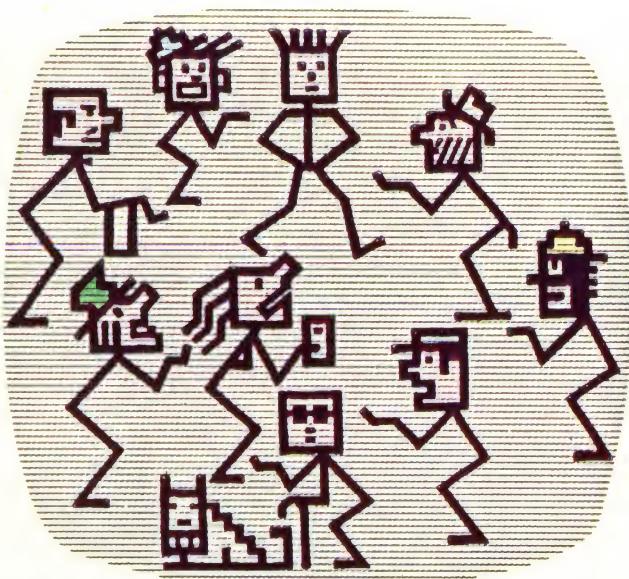
**HOUSEWARES CRUISER** Pick up a date in a major department store.



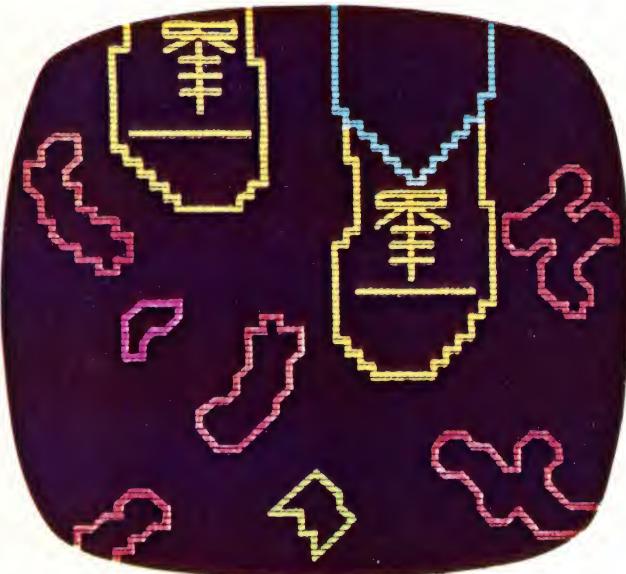
**SKINDOME** Arrange the balding man's hairs to cover maximum skin area before they all fall out.



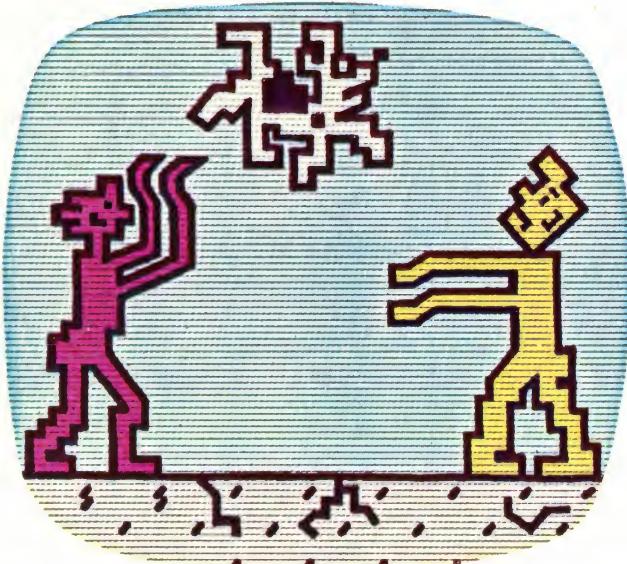
**BOOGERHUNT** Up your nose.



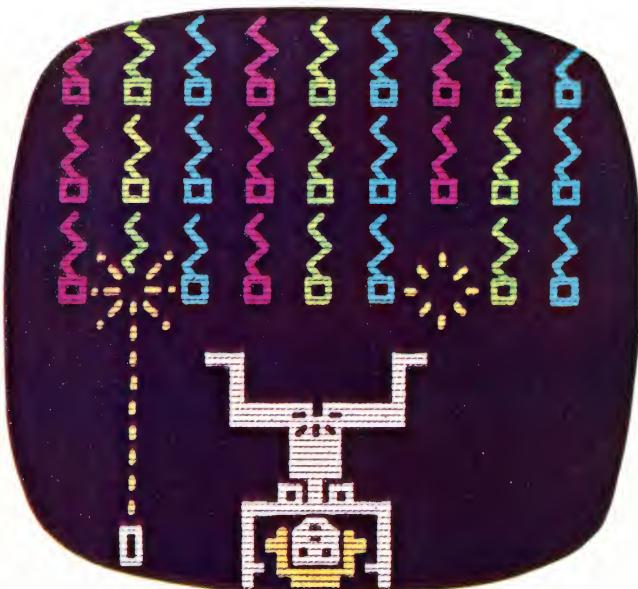
**HANDOUT** Try to avoid people asking you for money. Just try. Some of them have knives.



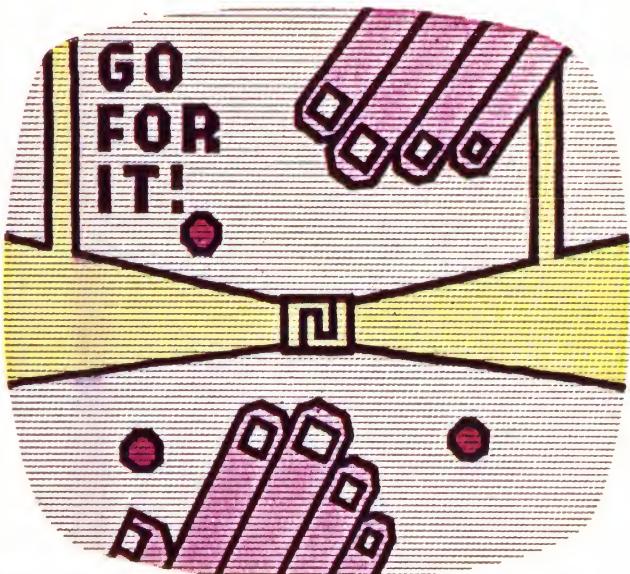
**WALKIN'** Walk down the street without stepping on broken glass or in gum or anything.



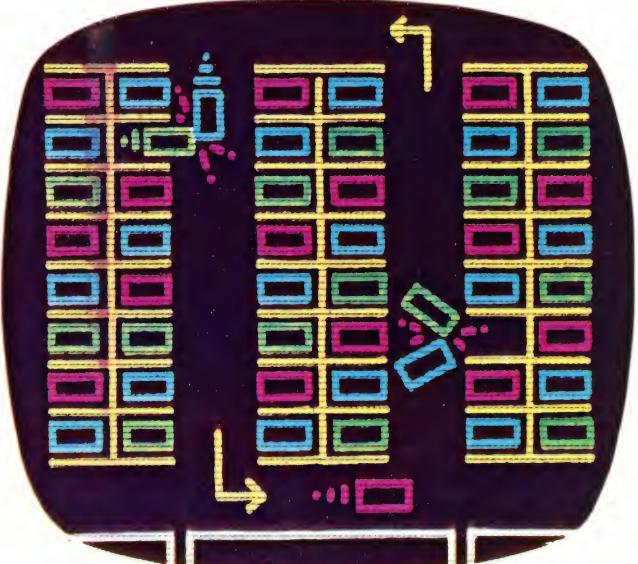
**FLYIN' DOG** Catch the dog before it hits the hard cement.



**SPERM FROM SPACE** Use laser cannon to knock out sperm before they knock up your little sister.

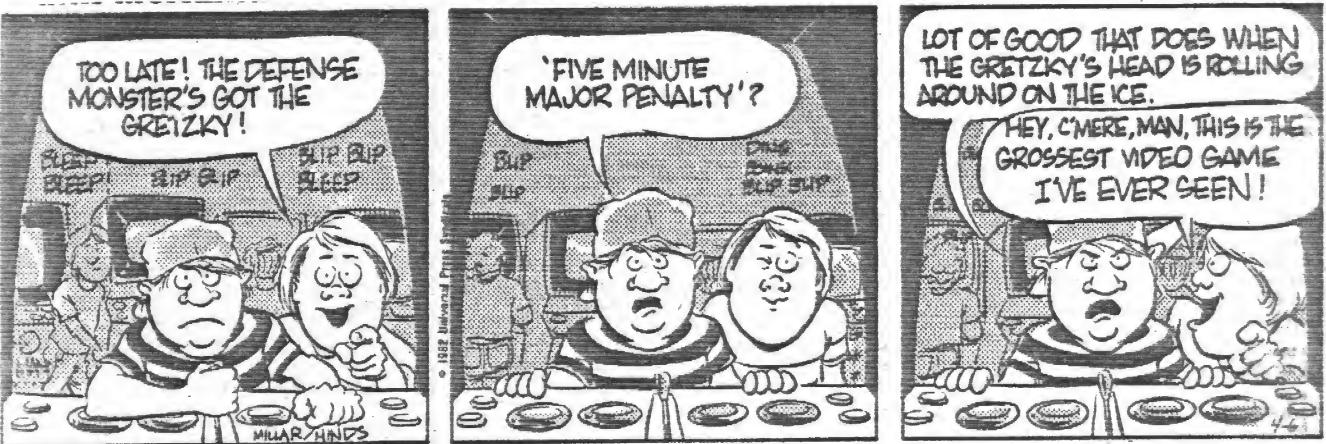
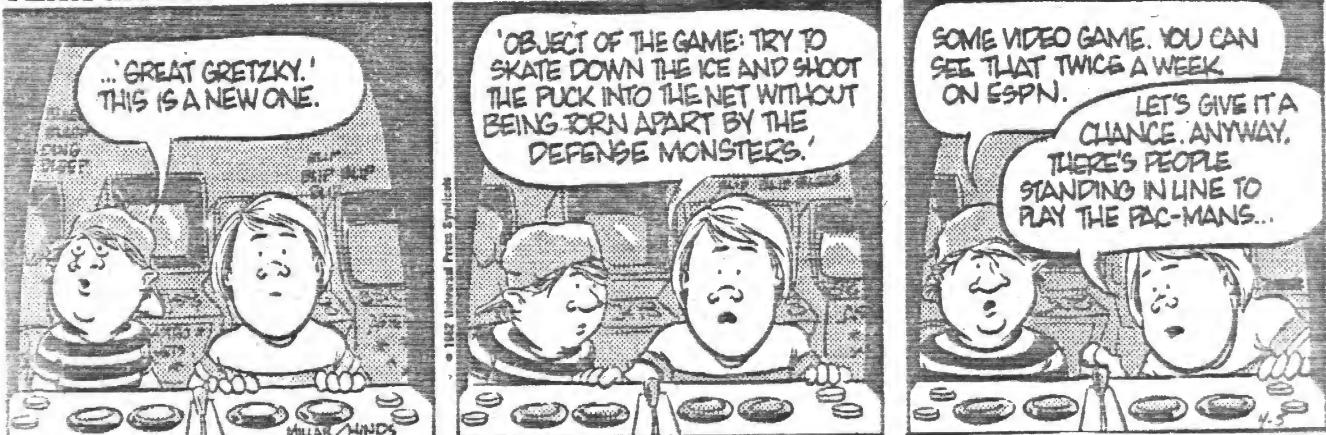


**MAKE-OUT** Unhook the bra without bumping into the moles.



**MALLCHALLENGE** Find a parking spot near the store. □

## Tank McNamara



## Tank McNamara



By Jeff Millar & Bill Hinds



